GENERAL

AH Philosophy Part 105

Now that *BANZAI* has been published, the last hurdle to full-time development of the *ADVANCED SQUAD LEADER* Rulebook is behind us and progress should be steady towards a July 1985 publication date. Our effort to date has been extremely encouraging, with the first three chapters forming a very promising foundation for the work still remaining to be done.

Allow me to disgress a moment for those few *SQUAD LEADER* enthusiasts out there who have not yet heard of the *ASL* project. *ADVANCED SQUAD LEADER* will be the culmination of all four of the previous *SL* games, plus one new one (on North Africa)—one all-encompassing rules system. The rulebook will take a form of a specially-designed, sleeved three-ring binder which will be far more than just a compilation of the former rules. Not only are the rules entirely rewritten and reorganized for clarity, the design itself has undergone fundamental changes which add playability and realism. In fact, our rallying cry throughout the redesign has been "more playable than *SL*; more realistic than *GI*!" It is a boast that I am pleased to report that we think we can live up to. The fundamental changes made in the game system so far have been almost universally acclaimed by our testers as major improvements; and we remain confident that we are on the right track for the most awaited wargame release the hobby has yet seen.

VENTURE

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VENTURE is available now for $7.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (for Canadian orders, 20%; for overseas orders, 30%). Maryland residents please add 5% state sales tax.

RuneQuest

Fantasy Roleplaying — Adventure Game

Your mounts are thirsty and weary. The green lands of home are many days behind. You ride into peril and fate unforeseen, for the dangers, monsters and powers ahead are numerous and unknown. But you and your friends are tough and cunning, members of old races known for their courage. You have mastered many of **RuneQuest's** hundreds of magical spells. You have chosen well from the many types of armor and weapons available. Each of your companions is distinct and individual. You have joined them to accomplish heroic deeds and the mightiest evil will pause before your determined fellowship.

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RuneQuest is the latest edition of this popular role-playing game from The Avalon Hill Game Company. The Deluxe Edition includes *Players Book* (character generation, game system, combat, skills), *Magic Book* (spirit magic, ritual magic, divine magic, sorcery), *Creatures Book* (over 90 different ones, both benign and demonic), *GameMasters Book* (civilization, gamemaster instructions, treasure ships, two scenarios, encounter charts), an introduction to *Gloranth* (drangonewts and chaos creatures, common knowledge, the cult of Ernalda), assorted pullouts, Adventure and Character Sheets, a full-color map of Fantasy Europe, and dice.

Deluxe **RuneQuest** is available now from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214, for $38.00, plus 10% shipping and handling (20% for Canadian orders and 30% for overseas orders). Maryland residents please add 5% state sales tax. New scenarios and creatures for **RuneQuest** will be regularly featured in *HEROES*, Avalon Hill's role-playing magazine.

Burdigala

Nova Carthago

Caesarea
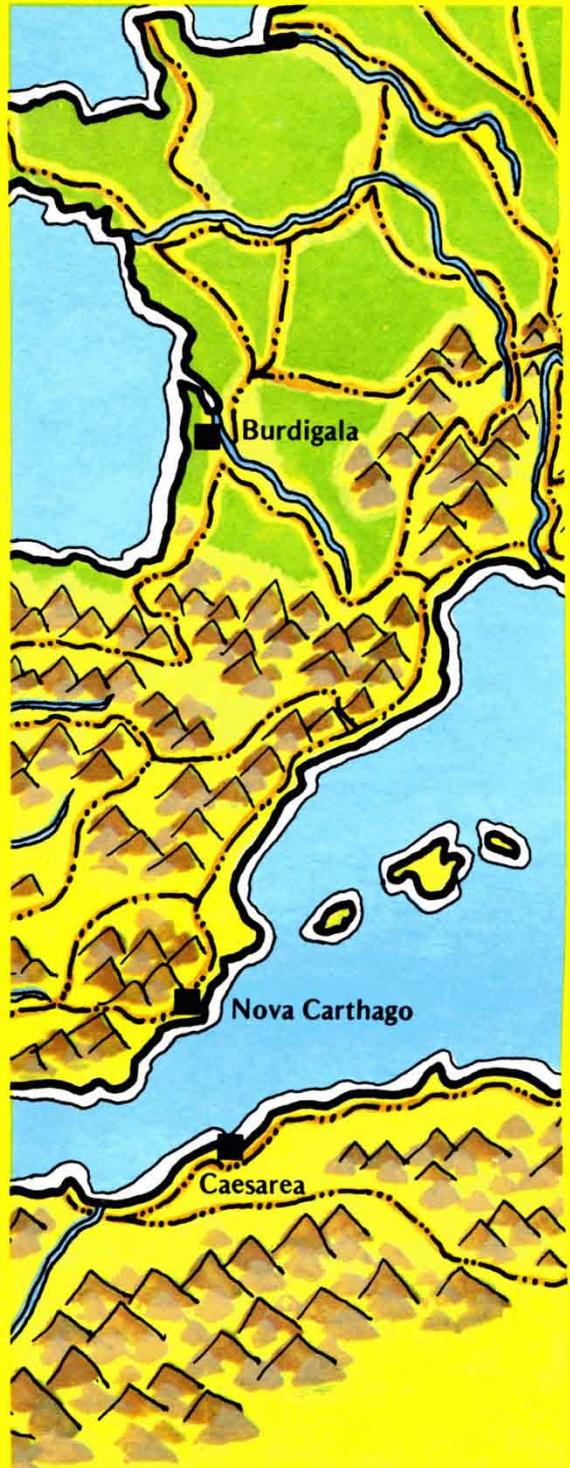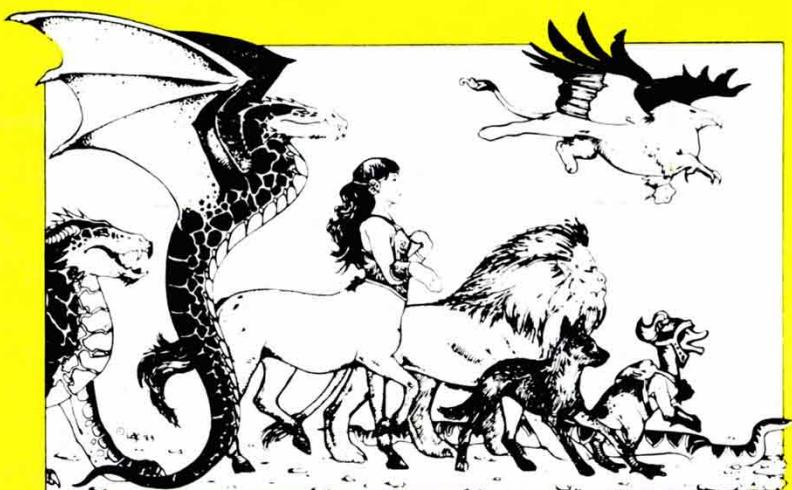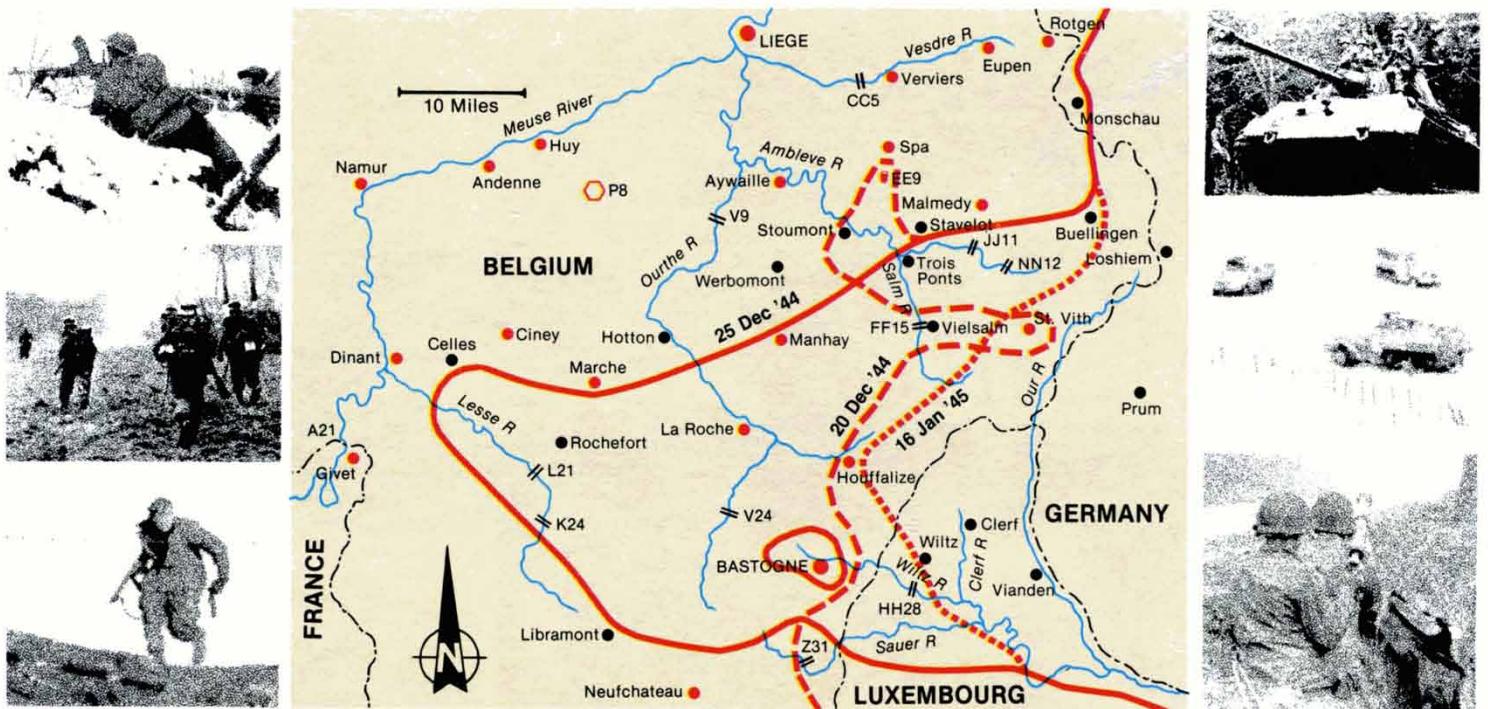
FORTY YEARS LATER, 16 DEC 44
Objectives in BULGE '81
By Bruno Sinigaglio

Forward to and over the Meuse!—Adolf Hitler, 15 December 1944

The morale of the troops taking part was astonishingly high at the start of the offensive. They really believed victory was possible—unlike the higher commanders, who knew the facts.—Von Rundstedt, After the War

Many wargamers experienced in the play of *BULGE '81* have come to the realization that the Allies have significant advantages in the game. The Germans are outnumbered, less mobile and short of time. These handicaps must be minimized by the German player if *any* of the possible victory conditions are to be achieved. For the accomplished wargamer, there is no better challenge. The intent of this article is to suggest ways to him to limit the Allied advantages.

The German commander begins the game with a combat-factor advantage of 331 to 108. Futhermore, the Allies receive no reinforcements until the 17 AM Turn. This gives the German player three turns to make the best of the "miracle of concentration" against the weakest sector of the Allied line. The Germans must push west, and trap or eliminate as many Allied units as possible. Lines of communication must be cleared and Allied lines of communication must be severed. After the initial onslaught is slowed due to the influx of Allied reinforcements, the German player must maneuver his reserves and artillery so that Allied weak spots can be overwhelmed and intermediate objectives come into focus early; the speed with which these are secured will have a ripple effect on the flow of the entire campaign. The location and importance of key objectives in each quadrant will be assessed below. German defense plans will be discussed in the section "Fundamental German Defense Posture."

FUNDAMENTAL OBJECTIVES

Northeast Quadrant:

1. ST. VITH (Figure 1). Possession of St. Vith enables the German commander to shift forces to the north, south or west. An early capture of St. Vith is usually followed by a rapid surge to Houffalize. In addition, the Fuhrer Escort brigade is released as soon as possible.

2. BRIDGE AT JJ11 (Figure 1). The Allies will frequently get to blow this bridge. Send infantry units infiltrating north and south of the Ambleve to capture or repair this crossing as soon as possible. Units can ford the river at JJ11 to attack Malmedy, if the bridge is blown; however, this will cause a one turn delay. After Malmedy has been secured, the use of this bridge is needed to outflank Stavelot and funnel units to the west.

3. MALMEDY (Figure 1). Early capture of the town releases two panzer divisions at a time when the American line can most easily be broken. Unfortunately, Malmedy usually cannot be threatened until St. Vith is cleared and the bridge at JJ11 captured.

4. BRIDGE AT NN12 (Figure 1). Use of this bridge permits shifting of panzers out of the north into the center. An astute Allied player will usually interdict this bridge even if St. Vith is lost. The Germans should rebuild the bridge immediately if it is blown. After its capture, the bridge can be economically garrisoned by artillery units.

5. BRIDGE AT FF15 (Figure 1). Capture or repair of this bridge affords German units access to the very important lateral road that links Bastogne to Liege. Advancing forces can file west through the clear terrain between the Salm and the Ourthe, if this bridge is intact. If the Allies are able to blow this bridge they will be able to hold at the AA17

crossroads (Barague le Fraitre) for one or two extra turns.

6. MANHAY (Figure 2). The assault of Manhay must be expertly timed. The fall of Manhay places the Allied center and north on exterior lines of communication. The Germans' commander should get a unit adjacent to Manhay if it cannot be rapidly taken. As the fall of the intersection becomes imminent, the placement of Allied units that can shift between center and north should be noted. If the American player has not planned properly, you may catch him with a shortage of units in one area. If that is the case, the Germans should flood into the weakly held area and attempt to further weaken it by eliminating or trapping as many units as possible.

7. FUEL DUMP AT EE9 (Hex South of Spa). In the Campaign Game the Germans MUST capture a fuel dump or a LIEGE hex in order to hold ground during the clear weather stage. Unfortunately, the Germans cannot maneuver around the dump in the Campaign Game as can be done in the tournament scenario. In the Campaign Game, the 15th Army offensive must be launched as quickly as possible, thus the German player must pound his way across Elsenborn Ridge and through the Hohe Venn. Time cannot be wasted. If a dump is captured, consider yourself lucky, otherwise, plan on capturing the exposed Liege hex at W3. In the tournament scenario, the Germans can remain four hexes away from the EE9 dump until the Allied line is strung out and a salient exists. Then the dump can be frontally assaulted and hopefully captured.

8. EUPEN (Figure 3). Extremely difficult to take! If Eupen can ever be taken, even if the odds are slim (16%), the attack should not be passed up. The fall of Eupen will cause the collapse of the entire Allied line in the northeast.
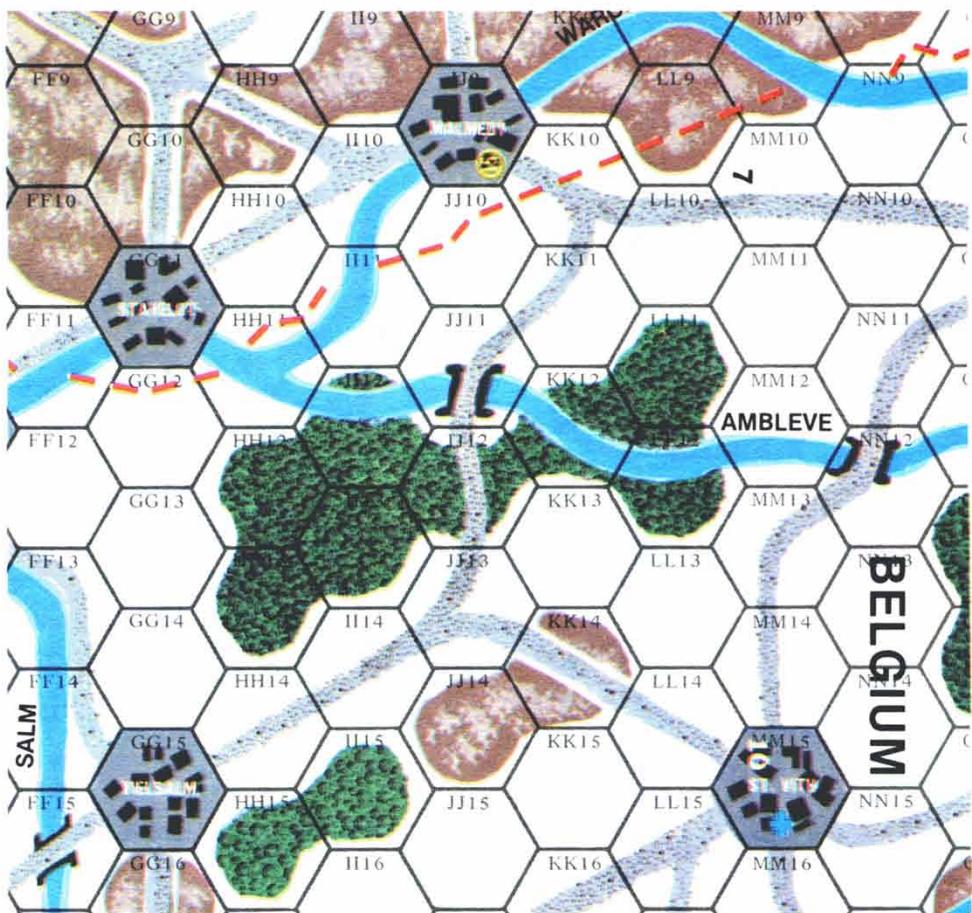
Figure 1

9. AYWAILLE, VERVIERS, ROTGEN, SPA and the BRIDGE AT CC5. Besides Malmedy and Eupen, these hexes must be cleared or occupied in order to launch the 15th Army offensive. Make sure Rotgen falls before Allied units can slip in from the north edge to reinforce.

Southeast Quadrant:

1. BRIDGE AT HH28 (Figure 4). Swift capture of this bridge enables your 7th Army artillery to reach Bastogne one turn sooner than by any other route. This bridge is also needed for shifting of reserves if Patton attacks through Redange.

2. BRIDGE AT Z31 (Figure 4). This key bridge permits 7th Army units to outflank Bastogne and provides a supply route through Neufchateau. The crossing is also needed for the shifting of reserves when Patton enters.

Figure 2
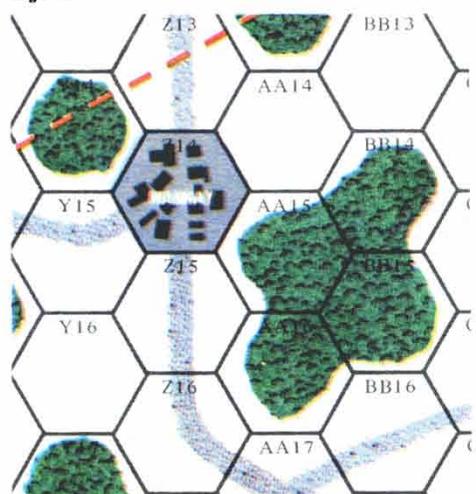
3. BASTOGNE (Figure 4). The town can be by-passed if necessary, but eventually must be taken. In the Campaign Game, the German commander will pay dearly if Bastogne is in American hands when Patton attacks. Americans in Bastogne will disrupt German communications and hamper the timely maneuver of German reserves. When the weather clears, the problem intensifies due to Allied interdiction capability. In the tournament scenario, the Allies receive bonus points for every turn they hold Bastogne beyond 17 PM.

4. HOUFFALIZE. Fall of this river town permits the 5th and 6th Panzer Armies to link up and opens up alternate route past Bastogne.

Southwest Quadrant:

1. LAROCHE (Figure 5). This town is a bridge over the Ourthe that cannot be destroyed. Capture of the hex opens a movement and supply route into the center of the board. After the fall of LaRoche, the Allies must fall back a considerable distance to find easily defendable terrain.

2. BRIDGE AT V24 (Figure 5). This is the most important of the three bridges over the southern branch of the Ourthe. The bridge at Y23 (Figure 5) is frequently blown, but it can be bypassed with the capture of LaRoche. The bridge at V24 however, must be captured. Remain four hexes from the bridge until strong German units can move into the hex and assault the defenders on the opposite bank. Failure to capture this bridge intact can result in a situation where isolated Germans must attack at half-strength against doubled Allied defenders. Bridge should be rebuilt immediately if blown.

3. NEUFCHATEAU. Provides a supply route to the southwest and outflanks the Ourthe river line. Take it.

4. BRIDGES AT L21 AND K24 (Figure 6). One of these bridges must be captured. The River Lesse

cannot be economically or quickly outflanked, and an immediately available movement and supply route is needed for the push to Givet. If possible, remain four hexes from one bridge so that it can be rushed and captured. Rebuild and garrison the L21 bridge if both are blown. These bridges are especially important in the tournament scenario.

5. GIVET (Figure 7). This southernmost objective of the 5th Panzer Army represents a six-point swing in the tournament scenario. Allied reinforcements entering in the north must move a considerable distance to reach Givet. The city should be a focal point for German drives in the tournament scenario. Futhermore, the hex is the last defensible position before road exit hex A21!

6. ROAD EXIT HEX A21 (Figure 7). A critically important hex. If the Germans can capture Givet on 21 AM, they will almost assuredly be able to exit a strong force of mechanized units at A21 on the 21 PM or 22 AM turn. Successful exit of mechanized units can lock-up a tournament scenario victory, since each exiting unit is worth two points. Hex A21 is far away from American reinforcements entering in the north, but strong British units enter at the west edge on the Allied 22 AM turn; thus, the board edge must be cleared by the German 22 AM turn. In the Campaign Game, the hex can be used to exit mechanized units and knock the British out of the game; however, the German commander must be sure that such a move will give him a victory. Once German units leave the map, they cannot return.

Northwest Quadrant:

1. BRIDGE AT V9 (Figure 8). The worth of this bridge is obvious. It is the best supply route into the good tank terrain in the northwest. In the Campaign Game, the bridge is needed for passage and supply of units that must assault the salient Liege hex (W3) from the west bank of the Ourthe. In the tournament scenario, the bridge is needed for passage and supply of units that must wrest hex P8 (star intersection control hex) from the Americans. Garrison the bridge when it is intact to prevent it from being blown by some Allied strategem. If blown, rebuild immediately.

2. HEX P8 (Figure 8). In the Campaign, this hex has no particular significance other than the fact that it controls four intersections. In the tournament scenario it represents a three-point swing for the side that occupies it.

3. MARCHE (Figure 9). This city is the doorway to the clear terrain of the northwest. The German panzers punching through the Allied center must capture Marche.

4. CINEY (Figure 10). The hub of the northwest quadrant. The Meuss river cities will be harder to

Figure 3

Figure 4
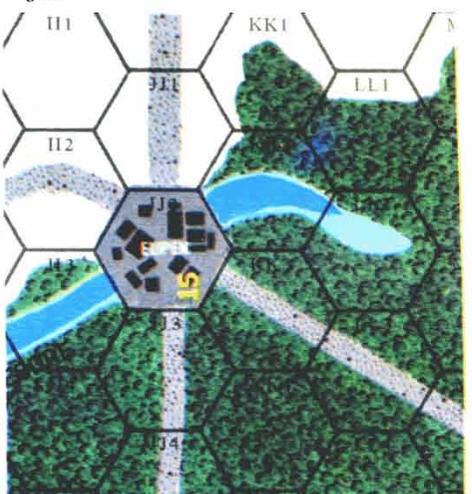
Figure 5

Figure 6

Figure 7

capture if Ciney remains occupied by Allied units. German units should take it on the run.

5. LIEGE. In the Campaign Game, Liege should be avoided if a fuel dump has been captured. In the tournament scenario Liege should be avoided unless the capture of one of the city hexes is certain. Much effort and artillery assistance is necessary to capture a Liege hex. A heavy commitment at Liege weakens the German drive in all other areas.

6. MEUSE RIVER CITIES. Capture of four of the five Meuse Cities plus control of Bastogne, St. Vith and Spa for four turns will end the game with a German victory. This is not an easy task. Ignore Namur. Go for Givet, Oinant, Andenne and Huy.

FUNDAMENTAL GERMAN DEFENSIVE POSTURE

Pulling the reins is easy. Determining when to pull them is difficult. In the Herbstnebel, Martin and Tournament Scenarios, the German player need only contain the Allied reinforcements for a limited time in a few areas. In the Campaign Game, he must suffer through ten turns of Allied Air Superiority, coupled with increased Allied mobility due to ground freeze. The Germans, on the other hand, lose 50% of Nebelwerfer strength and suffer movement penalties if they have not captured a fuel dump or a Liege hex. The German player must assess his situation on the 20 AM turn. If it appears that any of the Antwerp, Liege or Meuse river victory conditions can be fulfilled in spite of the coming Allied superiority, then the victory conditions should be pursued. If one of the above victory conditions cannot be attained, the Germans should prepare to win a Bastogne victory. The following courses of action should be followed by the German commander who is forced to fight until January 2.

In The North:

1. If a fuel dump has been captured, eliminate all Allied units between the Vesdre and the Ourthe rivers and prepare a defense line in the northeast that runs Rotgen-Hurtgen Forest-Eupen-Vesdre-River-Verviers-CC5-AA5-Y5-X5-X6. Fall back into the rough terrain if you must, but hold as far north as possible.
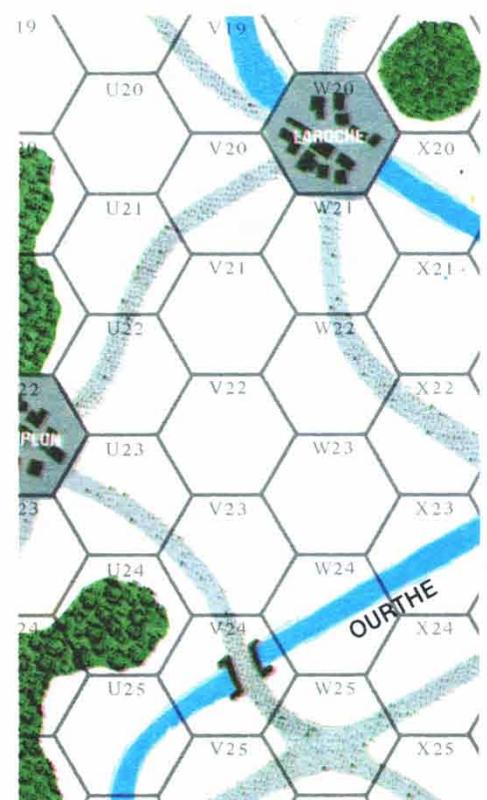
2. If the fuel dumps have been blown, capture the W3 Liege hex, eliminate all Allied units in the northeast quadrant and prepare a defense line in the northeast that runs North Edge-Liege-X5-X6. A fuel supply road from Liege must be held open until overcast weather returns.

In The Center-North:

1. Fight a delaying action with mechanized units using the forest southwest of Liege and the difficult terrain north of Marche as flank protection.

2. Send infantry units to build improved positions on the east bank of the Ourthe from the confluence of the Ambleve to the town of Hotton. This line links with the German line in the north at X6.

In The Center-South:

1. Fight a delaying action to the Ourthe. Be very careful in this area. The forests and rough terrain do not stop Allied infiltration when the ground is frozen.

2. Use German infantry units to build improved positions behind the Ourthe from Hotton to hex Z21, where the Ourthe flows in two directions.

3. Use infantry units to build improved positions at choke points west of the Ourthe. These will serve to assist your retreating mechanized forces. Improved positions situated in forest hexes have advantages and disadvantages: Allied units cannot advance after combat through forest hexes, but the defenders will not be doubled and mechanized units cannot join in defense of the hex.
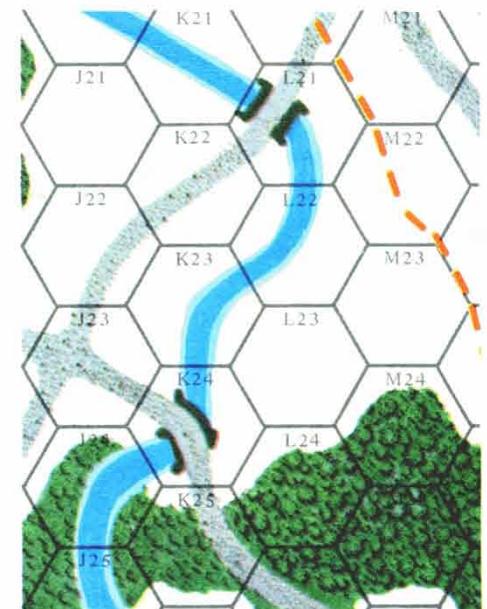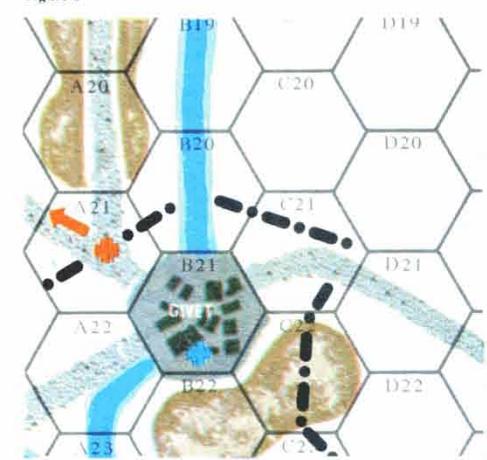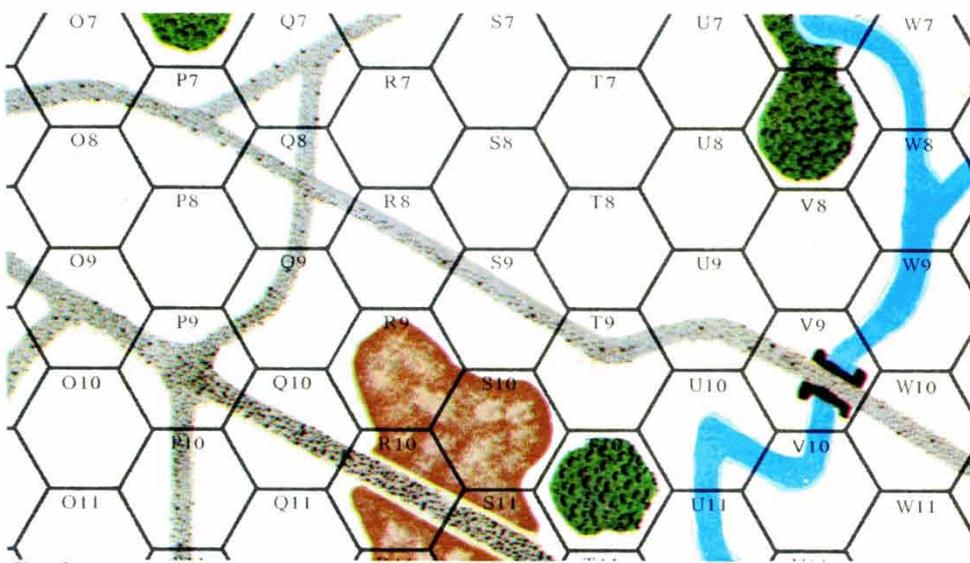
Figure 8

In The South:

1. If possible, make the south edge from V34 to LL34 very unprofitable for Patton. Entice Patton to delay one turn and enter the south edge to the west of Neufchateau.

2. Fall back slowly to a defense line that uses the western branch of the Ourthe (Z21 to U29) and the difficult terrain west of Martelange.

3. Capture Bastogne. The German defense in the south will crumble if the Allies control Bastogne.

Summary:

It would be unrealistic to assume that the German player can fulfill *all* the defensive objectives listed above. A shortage of infantry units will make the German task even more difficult, especially in the south. If the Germans can achieve a defensive posture in certain areas and slowly retreat in others, conserving rather than sacrificing units, perhaps they will be able to launch a successful counter-offensive when the foul weather returns. A Bastogne victory can be won with a quick German offensive in late December.

INITIAL ATTACKS

Aside from Bob Beyma's article in Vol 19, No. 2, of The *GENERAL*, German opening moves for *BULGE '81* have not been featured. I have my own favorite openings, the "Malmedy-Bastogne Blitz" and "Clean Out St. Vith."

The Malmedy-Bastogne Blitz:

This plan is designed to push west, north and south of St. Vith, with Malmedy and Bastogne as the principle objectives. St. Vith should eventually fall as the threat of envelopment materializes. I expect to eliminate or trap five units on the 16 AM turn with this plan. Skorzeny attempts to infiltrate into Rocherath-Krinkelt. Figure 11 shows the disposition of the attacking units. An analysis of each attack follows:

1. 2-1 (−1) Versus 99-393. There is a 16% chance of eliminating the unit and a 33% chance of trapping the unit.

2. 7-1 (−1) Versus 99-395. There is a 50% chance of eliminating the unit and a 16% chance of advancing adjacent to Rocherath-Krinkelt. A path for Skorzeny is cleared no matter what the die roll. Units advancing after combat will be able to surround 99-393 on 16 PM if it is engaged in the battle above.

3. 8-1 (−2) Versus 14th Cavalry. The Germans cannot lose this attack. The valuable cavalry will be

eliminated five of six times, and the Germans will advance four hexes if it is not eliminated. If a long advance is not rolled in the second battle listed, one of the Germans advancing four hexes in this battle can go to hex RR10—cutting the road to St. Vith. The other advancing German units can grab hex QQ14 and Schonberg, which will apply early pressure against St.Vith.

4. 2-1 (−1) Versus 106-422. This unit will be eliminated by four of six times and trapped at the worst.

5. 1-3 (−1) Versus 106-423. This unit will be trapped by the attack only 16% of the time, but it could be cut-off if the Germans *Advance 4* in the battle against the 14th Cavalry.

6. 2-1 Versus 106-424. This attack has a 16% chance of eliminating the unit and a 33% chance of trapping the unit.

7. 5-1 (−1) Versus 28-112. This attack has a 33% chance of eliminating the unit and a 33% chance of advancing across the Ourthe to block the intersection at hex KK20.

8. 4-1 (−1) Versus 28-110. A *Contact* can be rolled in this attack, but there is a 33% chance of a good advance to capture Clerf and cut the Bastogne-St. Vith road at JJ22.

9. 3-1 Versus 28-109. This battle the Germans do not want to win. An *Exchange* or *Engaged* is preferred (50% chance).

Figure 9
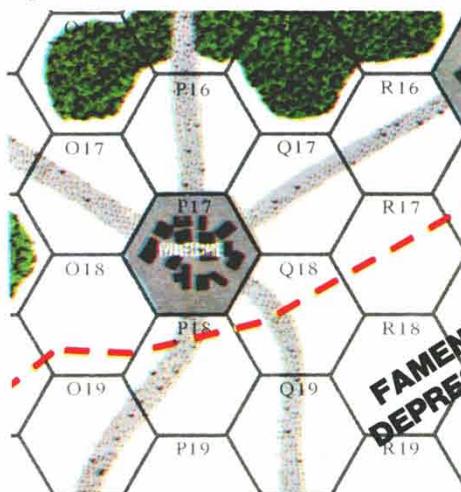
10. 1-1 (−1) Versus 9th CCA. There is only one chance in six of a favorable result in this battle. An *Exchange* occurs on the right die roll, putting a serious crimp in the Allied response.

11. 2-1 Versus 4-12. This attack has a 50% chance of eliminating or trapping the American infantry. If the unit is *Engaged*, other Germans should travel around behind it to prevent the entrance of reinforcements on 17 AM.

12. Skorzeny—Infiltration. On a successful infiltration Skorzeny will cut the road between St. Vith and Rocherath-Krinkelt. Better yet, if Germans advancing from the second or third battle above have already cut the road, Skorzeny takes a 1-2 (−1) Versus 2-23 in Elsenborn. Skorzney has a 50% chance of remaining next to Elsenborn, causing a near panic in the Allied camp on the 16 AM turn.

Clean Out St. Vith:

This plan is designed to clean the Schnee Eifel quickly and exert immediate pressure upon St. Vith. After St. Vith falls, the panzer forces involved have a number of options to pursue via the roads to Malmedy, Vielsalm, Houffalize and Bastogne. As much pressure as possible is applied in other areas. Again, it is expected that five enemy units will be eliminated or trapped. The attacks in the north and in the Schnee Eifel are handled quite differently than in the Malmedy-Bastogne Blitz plan. Skorzeny does not infiltrate, but joins in the initial onslaught. Figure 12 shows the disposition of the attacking units. A review of each attack follows:

1. 5-1 (−1) Versus 99-393. There is a 33% chance of eliminating the American unit and a 100% chance of taking the defender's hex.

2. 2-1 (−1) Versus 99-394. There is a 50% chance of eliminating or engaging this defender. If engaged, the unit will be surrounded on 16 AM by German infantry that advanced in the battle above.

3. 8-1 (−2) Versus 14th Cavalry. No slack provided for the cavalry. The same odds and die roll modifier as in the Malmedy-Bastogne ploy, although different attacking units are involved. An *Attacker Advance 4* is definitely preferred, but the elimination of the 14th is consolation. Germans units advancing will take Schonberg, hex QQ14 and possibly cut the lateral road to St. Vith at hex RR10.

4. 4-1 (−1) Versus 106-422. This American unit will be eliminated by the end of the 16 AM turn no matter what the German rolls on his attack. With the cavalry and 106-422 out of the way, the 1SS and 12SS panzer divisions will pass through the Schnee Eifel on 16 PM to annihilate any surviving 106th Division regiments and to apply heavy pressure against the American units screening St. Vith.

Figure 10
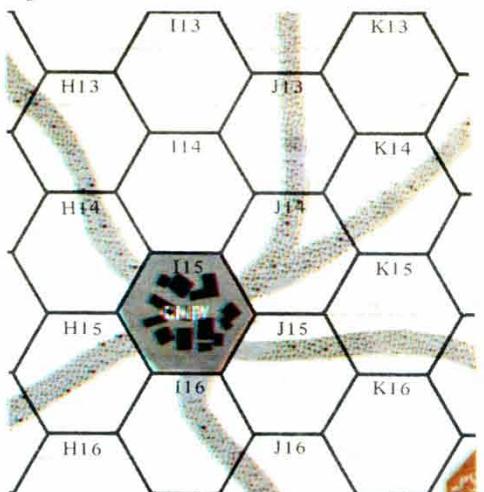
5. 1-1 (−1) Versus 106-423. This attack has a 50% chance of eliminating or engaging the defender; however, even if an *Exchange* or *Engaged* is not rolled, the defender can be trapped by Germans advancing after combat in the battles against 106-422 and 106-424. Altogether, there is a 70% chance of eliminating or trapping 106-423 on the 16 AM turn.

6. 5-1 Versus 106-424. There is only a 16% chance of eliminating this unit, but if an *Attacker Advance 4* is rolled, a rout may ensue in the Schnee Eifel, and possibly at St. Vith. Note that in the Malmedy-Bastogne Blitz plan this unit is not attacked heavily, rather the pressure is exerted against 28-112, which is guarding the bridges at Ouren.

7. 2-1 Versus 28-112. There is a 50% chance of eliminating or engaging the defender. If engaged, the unit will be surrounded on 16 PM by Germans that fought in the sixth battle.

8. 4-1 (−1) Versus 28-110. The same odds and DRM as in the Malmedy-Bastogne play, but different German participants. A 33% chance of capturing Clerf and cutting the Bastogne-St Vith road.

9. 3-1 Vesus 28-109. Again, same odds and DRM as in the Malmedy-Bastogne play, but different German participants. The German player would prefer an *Exchange* or *Engaged*, a 50-50 proposition.

10. 1-1 (−1) Versus 9th CCA. Also identical to the Malmedy-Bastogne plan. Roll a "1" and wax an armored regiment.

11. 2-1 Versus 4-12. Identical to the Malmedy-Bastogne plan attack. A 50% chance of trapping or eliminating the defender.

MATCH PLAY

To those who prefer a game that is evenly balanced, or who compete in tournaments or AREA play, there is an alternate way to compensate for the Allied advantages. This method of match play was inspired by Paul Siragusa and Bill Salvatore. It involves playing a match of two games, using the same optional rules, with opponents switching sides. The winner of the match is determined by comparing the performance of each player from the German standpoint. The method for determining victory is as follows:

1. CAMPAIGN GAME

a. If one player achieved victory with the German side and with the Allied side, then that player is obviously the winner of the match.

b. If both players achieved victory with the Allied side in games that the British were not allowed to cross the Meuse, the German player who lost by fewer points wins the match. If the point differentials for the two games are equal, use the tie breaker rule at the end of this article to determine the winner.

c. If both players achieved victory with the Allied side in games that the British were allowed to cross the Meuse, the match is considered a tie at this point. Use the tie breaker rule to determine the winner of the match.

d. If both players achieve victory with the German side, the winner of the match is determined as follows:

(1) Antwerp victory supersedes all other types of victory. If both players achieve an Antwerp victory, the player who did it so the earliest wins the match. If both players achieved victory on the same turn, use the tie breaker rule to determine the winner.

(2) Liege victory supersedes all but Antwerp victory. If both players achieve a Liege victory, the player who did so the earliest wins the match. If both players achieved victory on the same turn, use the tie breaker rule.
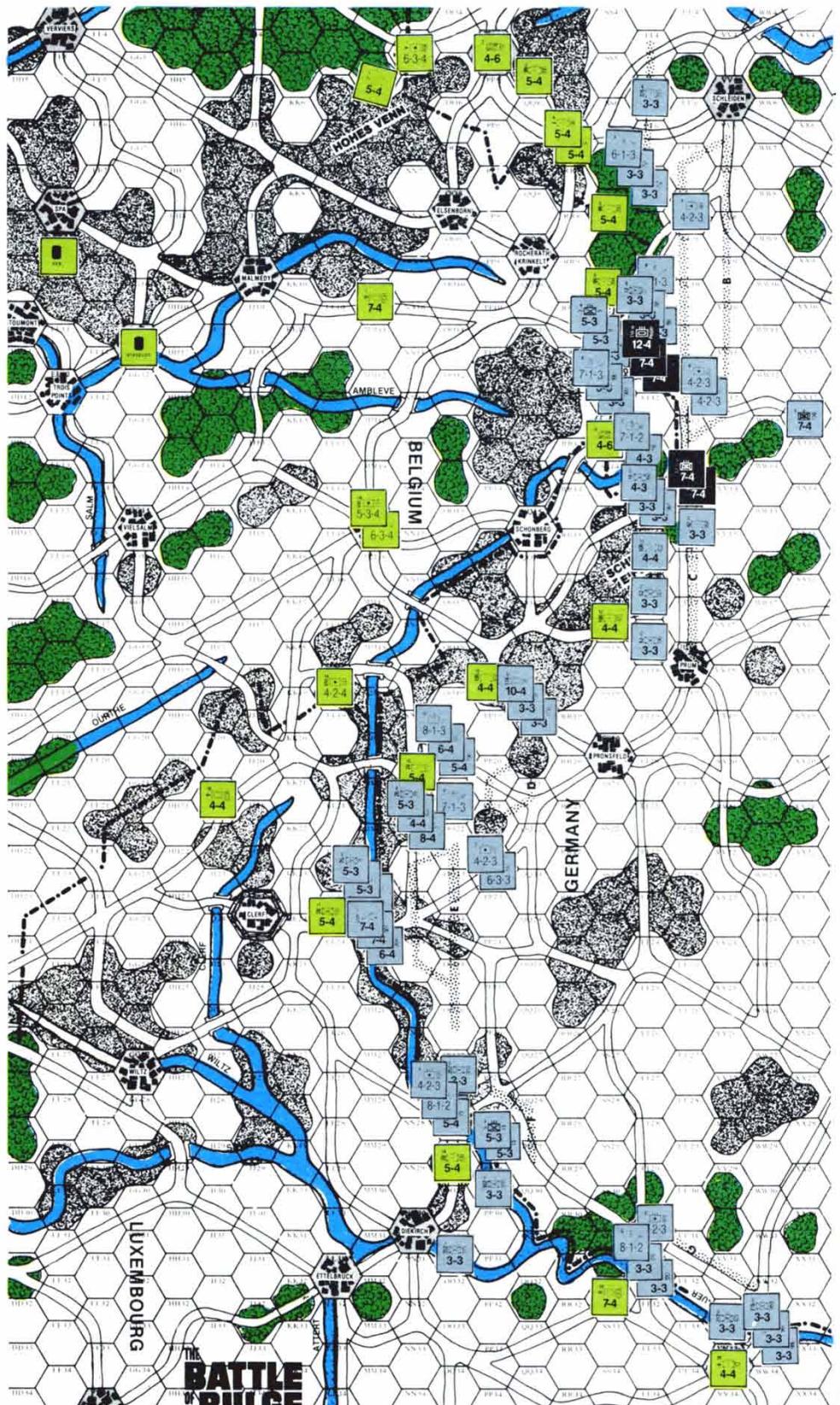
Figure 11: The Malmedy-Bastogne Blitz

(3) Meuse River victory supersedes only the Bastogne victory. If both players achieve a Meuse River victory, the player who did so the earliest wins the match. If both players achieve victory on the same turn, use the tie breaker rule.

(4) If both players achieved a Bastogne victory in Campaign Games in which the British were not allowed to cross the Meuse, the German player who won by more points wins the match. If the point differentials for the two games were equal, use the tie breaker rule.

(5) If both players achieved a Bastogne victory in Campaign Games in which the British were allowed to cross the Meuse, the match is considered a tie at this point. Use the tie breaker rule to determine the winner of the match.
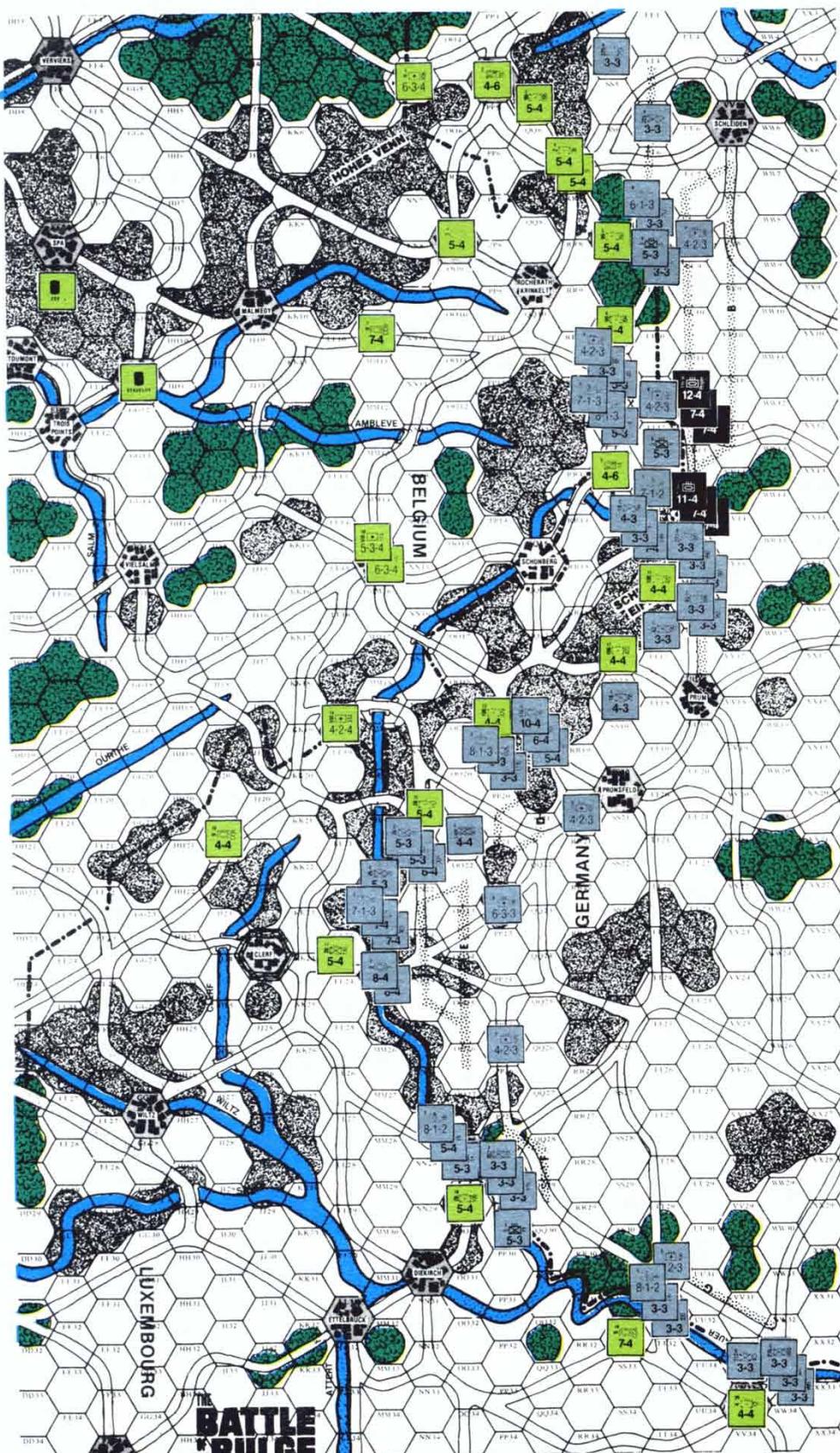
Figure 12: The St. Vith Operation

2. TOURNAMENT SCENARIO

a. If one player achieved victory with the German side and also the Allied side, that player wins the match.

b. If both players achieve victory with the Allied side, see paragraph 1b above (Campaign Game) to determine the winner of the match.

c. If both players achieved victory with the German side, the winner of the match is determined as follows:

(1) Antwerp victory supersedes all other types. See paragraph 1.d above (Campaign Game).

(2) Liege victory supersedes all but Antwerp victory. See paragraph 1.d above (Campaign Game).

(3) Meuse River victory supersedes German point count victory. If both players achieve a Meuse River victory, see paragraph 1.d above (Campaign Game).

(4) If both players achieve a German point count victory, the German player who won by more points wins the match. If the point differentials for the two games were equal, use the tie breaker rule.

3. PLAN MARTIN or HERSTNEBEL SCENARIOS

a. If one player achieved victory with the German side and also the Allied side, that player wins the match.

b. If both players achieved victory with the Allied side, use the tie breaker rule to determine the winner of the match.

c. If both players achieved victory with the German side by fulfilling either of the two German victory conditions, the match is considered a tie at this point. Use the tie breaker rule to determine the winner of the match.

4. TIE BREAKER RULE

The German player who lost fewer *mechanized* units wins the match. If still a tie, the German player who lost fewer pure armor units wins the match. If still a tie, the German player who lost fewer infantry type units wins the match. If still a tie after all the above, the match is considered drawn.

With all this, I would hope that German players may take heart. Play of the Germans is, I am convinced, the most engaging challenge any wargamer will face. To give would-be German victors even more to dwell on, a projected Optional Rule for *BULGE '81* is presented.

☆

CORPS AREA CONGESTION

When the *BULGE '81* rules are reprinted, one new Optional Rule may be included. The new rule, *Corps Area Congestion*, will more accurately simulate the traffic problems experienced by the Germans on the first day of the offensive. For those playing the Campaign Game, this rule will add a great deal of historical flavor. Players will note especially the congestion in the 1SS Panzer Corps area and the increased significance of a successful infiltration by the 150th Panzer Brigade. In addition, the reduced German mobility will permit the Allies to hold the shoulders and St. Vith more easily. The following restrictions are placed on German movement on the 16 AM and 16 PM turns, in addition to the restrictions already listed in Rules 25.2, 25.3 and 25.4:

1. On the 16 AM and 16 PM turns, all German units have a reduced movement allowance of "2".

2. On the 16 AM turn, all German units move along roads at a cost of *one* movement factor per hex.

3. On the 16 PM turn, all German units move along roads at a cost of *one-half* movement factor per hex.

4. SPECIAL. The regiments of the 326th Volksgrenadier Division may move into hexes RR4 and RR5 on 16 AM turn even though such movement would exceed the 16 AM movement allowance.

Weather/Turn Timetable

Turn	Weather		Turn	Weather		Turn	Weather		Turn	Weather
10AM	Fog		10PM	Fog		11AM	Fog		11PM	Fog
12AM	2 Mist		12PM	2 Mist		13AM	Fog		13PM	Fog
14AM	Fog		14PM	Fog		15AM	Fog		15PM	Fog
16AM	Fog		16PM	Fog		17AM	2 Mist 2		17PM	2 Mist 3 2
18AM	2 Mist 2 2		18PM	2 Mist 3 2		19AM	Fog		19PM	Fog
20AM	Fog		20PM	Fog		21AM	Fog		21PM	Fog
22AM	Snow		22PM	Snow		23AM	2 Clear 3 3		23PM	2 Clear 3 3
24AM	2 Clear 7 5		24PM	2 Clear 7 5		25AM	2 Clear 6 4		25PM	2 Clear 6 5
26AM	2 Clear 6 4		26PM	2 Clear 6 5		27AM	2 Clear 8 6		27PM	2 Clear 8 6
28AM	Fog		28PM	Fog		29AM	Fog		29PM	Fog
30AM	Snow		30PM	Snow		31AM	2 Mist 2 2		31PM	2 Mist 2 2
1AM	2 Mist 2 2		1PM	2 Mist 2 2		2AM	2 Mist 2 2		2PM	2 Mist 2 2

Timetable event markers: 1* 2* 4* 3* 5* 6* 7* 8* 10* 11* 12* 9* 13*

This scenario features the launching of the Bulge offensive on 10 December instead of 16 December. The 10 December date was that originally intended for the attack. The jump-off day was pushed back because all the first wave units had not reached their start line on the front. For this scenario, it is assumed that the Wehrmacht is ready to attack on schedule. German reinforcements arrive by the same timetable as during the 16 December scenario; units simply arrive 12 turns earlier.

The timetable is that for an attack commencing 10 December. For play of the game, however, the information within the boxes must be used. This is necessary because the timetable built into the rules assumes a 16AM Start Date. For the purposes of rules application, merely convert the dates. Players will note an additional 12 turns of poor flying weather and Mud conditions. The Campaign Game lasts an additional 12 game turns until the traditional 2 January cut-off date.

As a result of the early offensive and the long term outlook for bad weather, Hitler may well have thrown in the remaining OKW Reserve instead of sending it south to participate in Operation Nordwind. The 6SS Mountain Division was the strongest German infantry unit on the Western Front at this time, rivaling the US 1st and 2nd Infantry Divisions. The 6SS Mountain and 257 Volksgrenadier arrive the turn after a German unit enters Bastogne, but never before 14AM. Except for the addition of the 6SS Mountain and 257 VG, the German order of battle is unchanged.

4 → 14AM — units XX26 and XX28 (7-3, 7-3, 5-3, 3-3, 3-3). May Not Arrive after 24AM
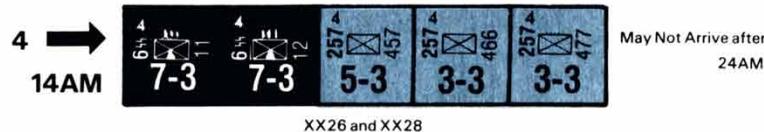
Allied reinforcements arrive on the same timetable as for a 16 December attack, except as shown below. The 11th Armored Division arrives 25AM; the 17th Airborne arrives 27AM.

A → 16AM — units A1 and A34 (4-4, 4-4, 4-4)

A ↓ 16AM — units LL34 and WW34 (7-4, 4-4, 2-6). On or after 16PM, enter between CC34 and WW34
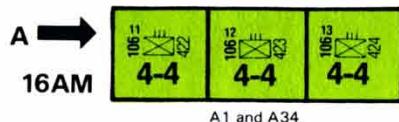
All Optional Rules may be used. Victory Conditions are listed in the rules. Five extra German units are included for this scenario, plus four Allied breakdown and full-strength regiments for the US 2nd Infantry Division. *[These extra counters must be crafted by the readers themselves.]*

Unit counters:
- NN4 6-3-4
- PP4 4-6
- QQ5 5-4
- RR7 5-4
- SS10 5-4
- SS13 2-6
- TT15 6-4
- SS17 6-4
- PP18 6-4
- MM15 6-3-4
- MM15 5-3-4
- LL18 4-2-4
- II21 7-4
- NN20 5-4
- LL23 5-4
- OO29 3-4
- SS32 2-4
- VV33 4-4

* — (Advanced Game) Units start in improved positions.

Fort in V33 at start (Advanced Game)

EE9   STAVELOT

When Allied Cavalry and/or Infantry battalions are the only defenders in a German attack, one is subtracted from the combat result die roll. One is subtracted even if the battalions receive Artillery FPF support. The Allied Cavalry and Infantry battalions shown below can be reformed into the parent regiments if they should end the Allied Movement Phase stacked in the same hex. Once reformed, they may not again be broken down and must operate as regiments.

2-6 + 2-6 = 4-6

3-4 + 2-4 = 5-4

SERIES REPLAY
BATTLE OF THE BULGE '81
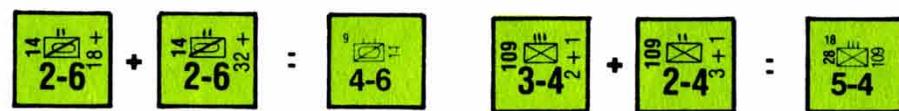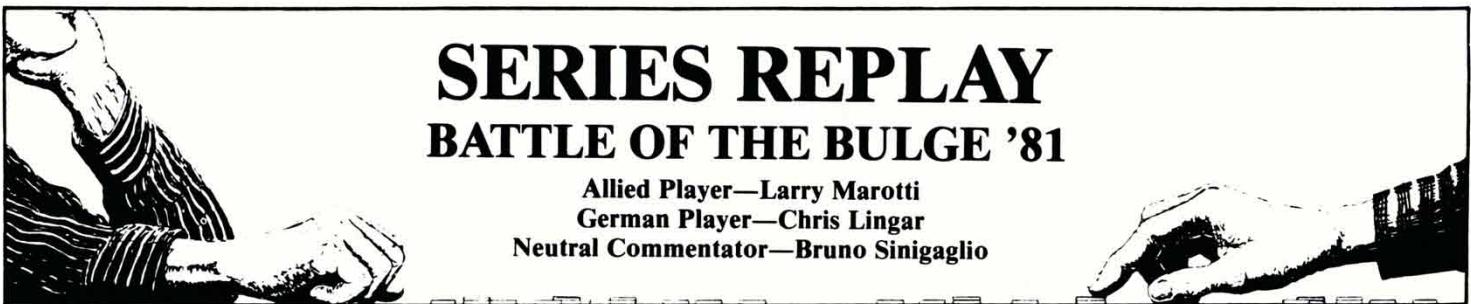
Allied Player—Larry Marotti
German Player—Chris Lingar
Neutral Commentator—Bruno Sinigaglio

This Series Replay involves Chris Lingar and Larry Marotti, both veteran gamers. Chris likes the attack and so takes the German side. Bruno Sinigaglio, whose expertise is legendary, provides the neutral commentary. The fourteen-turn tournament scenario was played using the second edition rules, plus one "unofficial" optional rule. The optional rule (see page 10 of this issue) is intended to simulate the road traffic congestion experienced by the Germans on December 16. At the start of the game the scenario point count is Allies 86, Germans 3. (The Germans control three towns at the start —Schleiden, Prum and Pronsfeld.) Bonus points for Bastogne, St. Vith, Malmedy, hex P8 and the fuel dumps have not yet come into play.

DECEMBER 16AM:

German: The second edition rules have neatly strengthened the Allied flanks. As a result, I propose not to try and take them. Rather, I will shift my armor to the center and attempt to blow it wide open. If Allied units are pulled out of the north to assist in the center, then I will push for Malmedy. I can't let the Allies retain Malmedy for long, however, because of the bonus Victory Points that will begin to accumulate. I hope to eliminate four units on 16AM. Skorzeny will attempt to slip into Rocherath-Krinkelt. The first turns must be mine for the Germans to have any chance at victory. In the opening battles, the 28/112th survives a 7-1 (−2) attack, but Lehr advances four hexes. Skorzeny successfully moves into Rocherath-Krinkelt, buying me one or two turns in the north.

Allied: Skorzeny takes Rocherath-Krinkelt, but my 106/424th can hold near Schonberg without getting surrounded because of the optional German road congestion rule. The rule also assures that I can build a fort in St. Vith and keep it from being surrounded until the 17PM turn. A counter-attack at JJ19 is necessary, but an Attacker Retreat could allow two units to get surrounded. The 1-3 attack by 106/423rd is done with an Attacker Retreat (two or three) in mind. A good retreat by 423rd will delay the Germans in the Schnee Eifel. The 28/112th just reaches MM17. The second edition road movement rules are more realistic and require a bit more forethought on my part. Otherwise, gaps in the Allied line will appear.

The 9CCB wins the battle at JJ19, but retreat from Schnee Eifel by 106/423 is unfortunately not as planned. However, artillery FPF from St. Vith will make 106/424th much harder to attack on 16PM for him.

Neutral Comments: The move by Skorzeny will certainly help the Germans in the north, but the Allied 14 Cavalry closes the road to Malmedy. The traffic congestion rule adds realism, hindering the Germans in both center and south. The southern flank can be more easily held by the Allies on 16PM and St. Vith would be better defended if the Germans do not advance three or four in the attack against the cavalry. The score after 16AM: *Allies 84—Germans 5.*
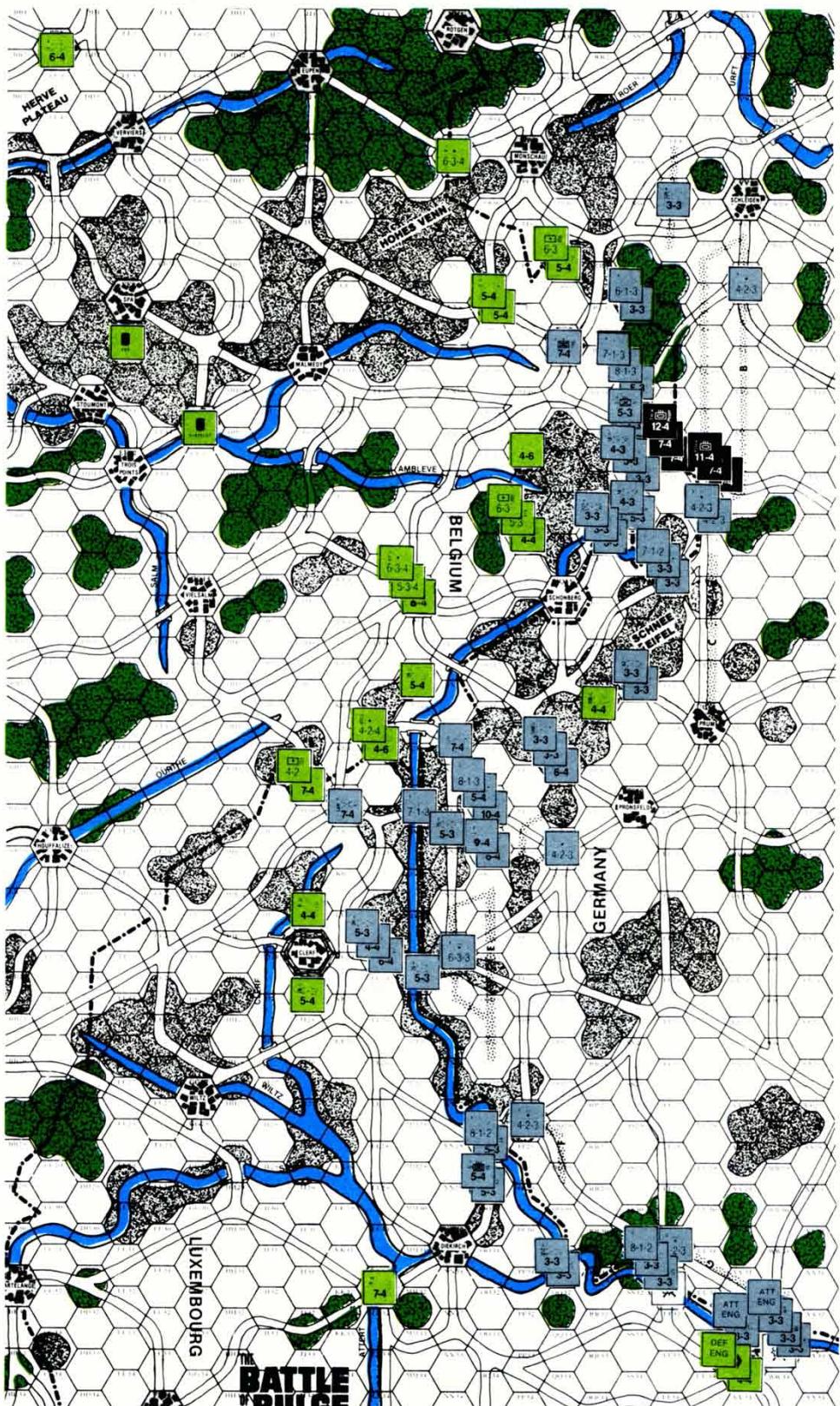
Results of German 16AM attacks: 2-1 (−1) vs 99/393, Exchange; 8-1 (−2) vs 99/394 in SS10, DE-AA2; 7-1 (−1) vs 14 Cav in SS13, DB3-AA2; 2-1 (−1) vs 106/422 in TT15, DE-AA1; 2-1 vs 106/424 in PP18, Contact; 7-1 (−1) vs 28/112 in NN20, DB4-AA4; 1-3 (−1) vs 106/423 in SS17, Engaged; 2-1 (−1) vs 28/110 in LL23, DB2-AA1; 3-1 28/109 OO29, Exchange; 1-1 (−1) vs 9CCA in SS32, Engaged; 2-1 vs 4/12 in VV33, Engaged. Results of Allied 16AM attacks: 1-1 vs Lehr/901 in KK20, Contact; 1-3 vs 62/164 in TT17 and 62/183 in TT16, AB1-DA1.

DECEMBER 16PM:

German: The traffic congestion rule has a drastic impact on the my 16PM turn. The SS panzers can't get anywhere. It was nice of Larry to give me a unit to attack at PP11. The 1st SS couldn't have moved past PP10 anyhow! The 106/424 near Schonberg cannot be surrounded because of the reduced movement option. Without the traffic congestion option, the Allies cannot hold east of St. Vith without getting surrounded. The rule adds realism, but the Germans have it tough enough already. I will probably have to take St. Vith from the north now. The capture of Rocherath-Krinkelt on 16AM permits the commandos to move west unmolested.

Four more Allied units gone after this turn. The Allied line could collapse with another turn like this one. Needless-to-say, I like the turn-around. Those two exchanges made the difference.

Allied: Bad news! Eight dead units on the 16th. Dice Kill! Now I won't be able to hold St. Vith. The 2/9th eliminates the commando at Malmedy. If not, it would have stopped at Malmedy to fortify and the 14th Cavalry would have moved onto the ridge at LL9. With one more unit I could have held QQ5, QQ7 and Elsenborn with only two units. The 17AM air units provide air defense support for Elsenborn and interdict the road through Ettelbruck. The commandoes in Eupen slow up my 406 Artillery. The 106/423 trapped in Schnee Eifel will die in a 1-7 attack.

Neutral Commentary: Another good turn for the Germans, but the Allies can still form a line—just. Chris will be able to put early pressure on Malmedy. The 102nd takes up a doubled blocking position in the center, but leaves a *Blitzkrieg* attack possibility. Larry gives air defense to Elsenborn. I like to interdict the Amblève at NN12, because it limits German lateral movement. The score after 16PM: *Allies 81—Germans 8.* Germans did not enter Clerf, so the Allies still count that town.

Results of German 16PM attacks: 2-1 vs 99/395 in QQ7, AB1-DA1; 3-1 vs 14 Cav in PP11, DB3-AA2; 2-1 vs 106/424 in PP15, Exchange; 1-2 vs 28/112 in MM17, AB2-DA1; 1-1 vs 106/423 in SS17, Contact; 4-1 vs 14 Cav and 333 Art in LL18, DB2-AA1; 5-1 vs 9CCR in JJ22, Exchange; 1-2 vs 28/110 in JJ24, AB3-DA1; 1-1 vs 9CCA in LL31, Contact; 3-1 (+1) vs 4/12 in VV33, DE-AA1. Results of Allied 16PM attack: 106/423 eliminated in forced 1-7 attack.

DECEMBER 17AM:

German: Two high-odds attacks versus 102nd and 9CCB with −2 die roll modifiers could eliminate two units in the Allied center. His 2/23rd will be trapped east of the Ourthe river when I occupy JJ17. The 4-1 (−1) attack against 2/9 has only one chance in six of not pushing defender out of hex; a Contact versus 2/9 will permit a possible counterattack against my artillery on LL10—I must not roll a six on that attack. The Von Der Heydte airborne drop at JJ6 is an unexpected success. I should be able to take Malmedy on the 17PM turn, and thus release the reserve SS panzers immediately on the 18AM turn.

But, things turn sour sometimes. There was only a 16% chance that both 9CCB and the 102 Cavalry would survive the die rolls. They did. To make things worse, I rolled a Contact against 2/9 on LL9! Now I must recover and prepare myself for a fight.

Allied: German airborne drop in for the holidays. However, the weak German units on LL10 will permit me to counterattack to hold LL9—as long as I

don't roll an Exchange on the 3-1. The German commandoes play havoc with the Big Red One. The 2/23rd, an elite infantry unit, will have to chance a 1-3 attack to escape from the poor position it occupies. If 2/23 should die, two air units will have to interdict the Vielsalm-HH17 road to prevent the surrounding of that vital town.

Escape by 2/23 is successful! The soak-off to hold hex LL9 costs me an infantry unit, but it was surely worth it. My units held up by the airborne drop will now get to Malmedy before heavy German units. After attacks, the very important bridge

Illustration 2 Disposition of German and Allied units after 16PM Allied turn. Allied FPF and air support for 17AM is also depicted.

at JJ11 blows saving me an interdicting air unit. It's still a near thing, but I've a momentary respite.

Neutral Commentary: The special German units have done a great job slowing the Allied reinforcements in the north, but the abortive attack just east of Malmedy has ruined the German plan. The two SS divisions should have been attacking in the north to consolidate the advantage gained by the daring Skorzeny move. The Allied attacks this turn

krieg attack would be unprofitable because 1/16th would have to be pushed west to permit an unblocked path. A possible blitzkrieg out of DD12 exists, but that would be risky because the advancing units could be isolated and surrounded. The German drive may soon stall. The blown bridge at FF15 is a great defensive boon to the Allied player. The score after 18AM turn: *Allies 72—Germans 18.*

Results of German 18AM attacks: 1-1 vs 2/38 in LL7, Engaged; 4-1 (+1) vs 7CCA and 14 Cav in Malmedy, DB2-AA1; 1-5 vs 7CCB in HH10, AE; 1-1 vs 28/112 in GG11, Contact; 3-1 (+1) vs 1/18 in EE12, Contact; 4-1 (—1) vs 9CCA in CC21, DB2-AA1; 4-1 (—2) vs 102 Cav in CC26, DB2-AA1.

DECEMBER 18PM:

German: Two SS panzer divisions enter this turn. I can take a 6-1 (+1) shot at Monschau and break the ridge line in the north. The catch is that the two panzer divisions will be far away from the main effort. In the center a desperate gamble is required. A 4-1 (-1) blitz out of DD12 is a good bet to cut the Manhay-Webomont road. Unfortunately, only 116/156 can blitz out of DD12 because the two panzers cannot cross the river. I should have had the Panzer Grenadiers at EE13 last turn. In the Houffalize area even more desperate attempts are needed. I plan to attack his 1/16 in the woods at 6-1. I am sure to push it back and then I try a 4-1 (-2) *Blitzkrieg* attack from CC19. I need to roll a one on the blitz attack to blow Larry's mind. The American 2/38, which was engaged last turn, is surrounded this turn near Malmedy.

The panzers pounce. Four ones rolled in a row to blitz in the center, but then I roll a six on the 4-1 north of Bastogne. But I shouldn't get greedy! Two units are cut-off near Malmedy and two more are cut-off near Houffalize. Allied air dies out next turn.

Allied: Holy cow! Got raked over the coals this turn. Things would not be half as bad if Chris hadn't rolled the one on the *Blitzkrieg* attack near Houffalize. The "Blitz 4" has trapped 9CCB and isolated the 406 Artillery. The arty can make a break-out attempt, but the 9CCB is going nowhere. Fortunately, there are no German units on CC20, so 9CCB can move uncontested to CC19 and block the road west to isolate the Fuhrer Escort. I hope Chris takes the 2-1 against Bastogne. That attack would take 44 factors and give me a chance to recover in the center. I could surround 116/156, but I would have to place my artillery at BB12 where it could be plastered by his 18/295 infantry and German artillery. Retreat is necessary in the north—I should have kept two units in Monschau.

The 406 Artillery gets away by retreating to Z15, but it cannot provide FPF as it started the turn isolated. The counterattack versus 116/156 was judged successful, since I didn't roll an Exchange or an Engaged.

Neutral Commentary: The Allies get a second point for Bastogne and manage to keep at least one road open west through the W25 intersection. The German *Blitzkrieg* attacks were fantastic; however, if Chris had rolled high the Germans would have been in sad shape. The Allies would have been able to seal off all roads west with stacks of units. The Germans are staying more than three hexes away from the EE9 full dump, but they will have to move in

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were well executed. The retreat of the German artillery across the JJ11 bridge and then the blowing of the bridge was extremely fortunate for the Allies. The score after 17AM: *Allies 77—Germans 12.*

Results of German 17AM attacks: 1-2 va 99/395 in PP4, AB3-DA1; 4-1 (—1) vs 2/9 in LL9, Contact; 1-1 vs 28/112 in KK14, AB1-DA1; 6-1 (—2) vs 9 CCB in JJ16, DB4-AA4; 7-1 (—2) vs 102 Cav in GG22, BS4-AA3; 1-1 vs 28/110 in HH26, Contact. For results of Allied 17AM attacks, refer to Illustration 3.

DECEMBER 17PM

German: It now appears I have sent too much into the center. I can just barely mount a 3-1 against LL9 this turn. By permitting the Allies to retain a blocking hex at LL9, I have given away the advantage I gained with the 150 Brigade infiltration. But, as it turns out, I've nothing to complain about this turn. Two Allied units eliminated and I win the 3-1 to take LL9. The bridge at JJ11 must be rebuilt.

Allied: The restriction against the Germans crossing the Roer River makes it reasonable to hold Elsenborn Ridge and the northern flank. I would like to get a unit into hex RR3, but the German in RR4 would have to be attacked. The 10th Armored Division moves into Bastogne. 10CCA and 10CCB must hold AA27 to prevent 3-1 against that hex.

Bridges at Z31 and FF15 are blown. I will send my air defense on 18AM to Malmedy and Trois Ponts. The Stavelot fuel dump blown. Chris moved within range of the dump without hesitating. Blowing the bridge at Z31 means that I won't have to interdict it, and I can use the air unit for air defense. The Allies have finally begun to react to blunt the German drive.

Neutral Commentary: Two more Allied units were knocked out this turn making a total of eleven. The number of Allied units being eliminated each turn has dropped, as expected. The Allied northern positions are solid and it is unlikely that the Germans can capture the entire northeast quadrant. If the Allies are not careful, however, the center could collapse with a few unexpected exchanges and it appears that Bastogne will not be held for bonus points due to the shortage of units in the south. Still

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much too close to predict a winner, or even judge these first two days. The score after 17PM: *Allies 74—Germans 15.*

Results of German 17PM attacks: 1-1 vs 2/38 in MM7, AB2-DA1; 3-1 (—1) vs 14 Cav in LL9, DB2-AA1; 1-1 vs 9CCB and 174 Art in GG15, Contact; 8-1 (—2) vs 2/23 II18, DE-AA1; 6-1 vs 28/110 in EE23, DE-AA1; 4-1 vs 102 Cav in FF26, DB2-AA1. Allies eliminate remaining commandoes and blow Stavelot Dump and bridges in hexes FF15 and Z31.

DECEMBER 18AM:

German: The Fuhrer Escort and a shuttling of strong units from center to north enables me to get a 4-1 (+2; —1) on Malmedy. Hardly a great attack, but it's the best I can do. Malmedy should have fallen last turn, releasing two reserve SS panzer divisions this turn. I need to remain adjacent to Trois Ponts to limit Allied mobility for my movement into the center. Houffalize should fall this turn opening the roads north, southwest and south. Larry receives twelve units this turn. I need a breakout soon or I'll face a solid defense all across the board.

Malmedy and Houffalize are captured, but the only casualty is German. Two SS Panzer divisions enter the next turn, and a Panzer Grenadier division on 19AM. Not a moment too soon.

Allied: One victory point for Bastogne, but Malmedy falls unexpectedly. I should be able to form a continuous line next turn. One air unit is reserved for a possible counterattack at Neufchateau or on hex RR3 on the Roer River. With an air unit, I can take RR3 and really strengthen the north edge. The 1/16th infantry moves into woods at Z19 to make any *Blitzkrieg* attack nearly impossible. No bridges to destroy this turn. Looks like we're holding.

Neutral Commentary: The Allied defense at Bastogne is excellent. Larry may well get another bonus point for Bastogne. The Allied placement of the 9CCB at CC18 is much better than placement at CC19. If CC18 is held, the German mechanized units cannot blitz out of the woods directly from CC19 to BB19. Even if 9CCB was at CC19, a *Blitz-*

Illustration 4 Disposition of German and Allied units after 18AM Allied turn. Allied FPF and air support for 18PM is also depicted. Allied 82nd and 101st Airborne to the west en route to front line.

sooner or later to clear the Malmedy-Werbomont road. The score after 18PM turn: *Allies 71—Germans 20.*

Results of German 18PM attacks not depicted in Illustration 6: 6-1 (+1) vs 7CCR in Monschau, DB3-AA2; 3-1 vs 2/38 in LL7, Contact; 1-1 vs 7CCA and 30/120 in JJ7, Contact. Results of Allied 18PM attacks: 2/38 eliminated in forced 1-7 attack; 3-1 (−1) vs 116/156 in DD12, Contact; 1-2 vs 18/295 in CC16, AB1-DA1 (isolated 406 Art escapes); bridges at hex Y23 blown.

DECEMBER 19AM:

German: High odds attacks in a few places, but not high enough. The Allies will finally lose an armored regiment however. The 116/156th is isolated, but valiantly attacks Manhay at 1-2 with artillery support. If I roll low at Manhay, the lateral road will be cut again. Bastogne gets plastered after I pound that armored regiment out of AA24. A *Blitzkrieg*
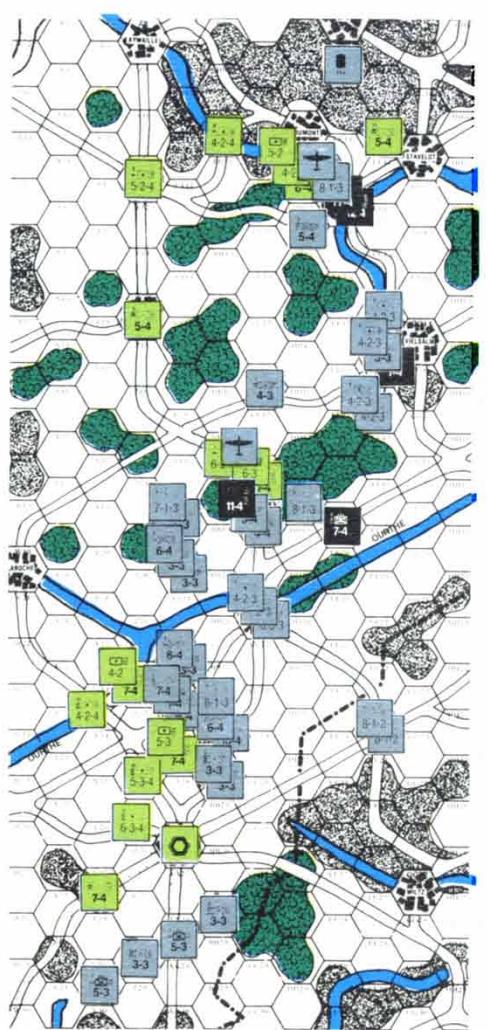

Illustration 5 Depicts the German attacks in the center on the 18PM turn. 4-1 (−1) blitz vs 1/18, Blitz 3; 6-1 (−1) vs 1/16, DE-AA1; 4-1 (−2) blitz vs 9CCB, Blitz 4; 2-1 vs 9CCA, Engaged; 4-1 vs 10CCA, Engaged.

out of Y22 looks inviting, but I can't get a 4-1 blitz and also pound AA24.

The attack at Manhay worked, but hardly anything else was worth the effort. There was little advance by the Germans or retreat by the Allies this turn. Unfortunate.

Allied: Must fall back slowly in the north. I will disengage the 7CCA to prevent it from being surrounded. The lone units in the Spa area invite an attack, but the large dump can be blown if the Germans move close. The green coats retreat in the south, but I have decided to hold Bastogne with a full division! Chris will need to commit 108 factors and almost all of his artillery to have any decent chance of taking the town.

Ah. The bridge at U26 doesn't blow-up. I need to blow those at U26, V24 and Y23 to cripple the German southern mobility.

Neutral Commentary: The Allies get their third point for Bastogne and leave 18 factors in the fort. Not having the two armor units could be costly if the Germans roll too many exchanges in the next few turns. If the Germans do not take Bastogne, they will have to take a Liege hex or break through the Meuse River line to win. The score after the 19AM turn: *Allies 71—Germans 21.*

Results of German 19AM attacks: 2-1 vs 99/395 in NN1, Engaged; 5-1 vs 1/26 in LL4, Contact; 3-1 vs 7CCA in JJ6, Engaged, 1-1 vs 30/120 and 14 Cav in II7, Contact; 1-2 vs 28/112 and 82/504 and 82/505 in Manhay, Contact; 5-1 (−1) vs 30/117 in AA16, BD2-AA1; 1-1 vs 9CCA in W20, Engaged; 6-1 vs 9CCB in CC19, DE-AA1; 5-1 (−1) vs 10CCA in AA24, DB3-AA2; 1-1 vs 82/508 and 82/325 in Y23, AB1-DA1. Allies blow bridge in hex BB10.

DECEMBER 19PM:

German: Well . . . I guess Bastogne doesn't get plastered this turn. Larry has enough units to form a strong line and *still* hold Bastogne. If I try to take Bastogne and fail on the first roll, the game would be over. I couldn't chance anything less than a 3-1 with 60 factors of artillery, and that would only give me a 67% chance of taking the city. It is not worth the risk, because the Allied line would get a rest each turn I attack Bastogne. I am going to try a *Blitzkrieg* attack to get adjacent to the three-point fuel dump and hope it doesn't get blown-up.

Excellent results in my operations this turn! I get next to the fuel dump and cut-off the armor and cavalry regiments at I16. It's too bad I didn't move a Volksgrenadier to JJ5, in which case the armor and cavalry would be in a much worse predicament. But who could expect such luck.

Allied: Burned by a *Blitzkrieg* again! The units in the north can counterattack, but I wish I had one more artillery unit to throw in. I am one artillery unit short of a minus one die roll modifier. I'll get one chance to blow the EE9 fuel dump. The American line is stronger in the center than in the south, but it doesn't look like Chris will turn south away from the important attack routes.

Burned again! I rolled an Engaged on the 4-1 attack versus the surrounded SS Panzer Grenadier and the fuel dump doesn't blow. Besides that, the 14th cavalry is eliminated in the soak-off. If I had won the 4-1, the cavalry would have survived the 1-6 with an open retreat route.

Neutral Commentary: A tactical mistake by the Allied player by not keeping artillery in groups of 20 appears. There are 15 factors in the north and 15 in the south. As a result, the Allies cannot get a minus one die roll in either sector without some planned reshuffling. Chris has decided to give away 11 points for Bastogne, which means he must breakout across the Meuse. The score after 19PM: *Allies 69—Germans 24.*

Results of German 19PM attacks: 2-1 vs 99/395 in NN1, AB1-DA1; 1-1 vs 7CCA and 14 Cav in I16, Contact; 4-1 blitz vs 7CCB in GG8, Blitz 1; 2-1 (+) vs 30/119 in FF10, Exchange; 4-1 vs 30/117 in Y14, BD3-AA2; 3-1 (−) vs 9CCA in W20, DB4-AA3; 2-1 vs 82/508 X22, Engaged; 5-1 (−) vs 10CCR in V23, DV4-AA3; 4-1 (−) vs 82/325 in T26, DB2-AA1. Results of Allied 19PM attacks: 4-1 vs 12SS/26 in HH7, Engaged; 14 Cav eliminated in soak-off.

DECEMBER 20AM

German: The road west through Werbomont will probably be cut this turn. Allied units will now have to travel a long route to shift from north to center. After the fuel dump is safely secured my panzers will head west. Larry can have the Vesore river cities. Those Bastogne points get uglier each turn.

Just give me one more turn like this one. Five Allied units knocked out this turn. Things usually open up a bit for the Germans when the Bastogne-Manhay road is cleared. I've got four of my turns to attack before the British enter.

Allied: Now that I've permitted Chris to cut my throat, I might as well attack in the north. Really though, I must attack the Volksgrenadiers at JJ4 to prevent them from surrounding my two engaged infantry units on HH5. If I am lucky, even the 7CCA might escape. I'll have to shift more units into the center as my reinforcements enter the board.

Two Volksgrenadiers bite the dust. In addition, 1/26 and 9/47 get to retreat into a good defensive position. I suspect that Chris is trying to capture the critical bridge at V9—he is not going to get near it until he can move right onto it.

Neutral Commentary: The Allies are hanging by a shoestring. The northern sector has been weakened and the center/south almost collapsed. Another turn like this and there will be no American units to hold the line at the Meuse. I have watched a number of games get blown open in a *BULGE* tournament at ORIGINS when the Germans rolled a fair number of exchanges on consecutive turns. The score after 20AM turn: *Allies 67—Germans 30.*

Results of German 20AM attacks: 3-1 vs 82/504 in T11, Exchange; 5-1 (−1) vs 101/502 in T22, DE-AA4; 7-1 vs 82/508 in X22, DE-AA1; 6-1 vs 101/501 in Q29, Exchange; 3-1 vs 30/120 in GG8, DE-AA1; 3-1 vs 1/18 in DD9, Contact; 2-1 (+1) vs 28/112 in Werbomont, Engaged. Results of Allied 20AM attacks: 3-1 vs 277/990 and 277/989 in JJ4, DE-AA2; 2-1 vs 12SS-26 in HH6, AB1-DA1.

DECEMBER 20PM:

German: The key attack this turn is a 4-1 (−1) against the Marche fort. I must take Marche immediately and open the roads west and north. There is a 33% chance of taking Rotgen this turn; if I don't take it now, I won't take it during this game, because the 9/60th infantry will move in and make it impossible to capture. Werbomont is surrounded. The two Volksgrenadiers should not have been eliminated—I placed them poorly, and permitted 7CCA to escape the trap.

Rotgen falls, but the attack at Marche fails. That Exchange at Marche was a minor consolation, however. "13545565" is not a phone number, only obscene die rolls.

Allied: I hope the German tide has finally ebbed. The tankers in Marche take heavy losses, but hold the intersection. The 3rd Armored is a nice asset, and always seems to arrive at an opportune time. I believe I can hold the rest of the towns in the northeast. I would have had a slight problem if the bridge at CC5 was blown, but why worry about that when I've enough other problems.

Neutral Commentary: The German attack at Marche took a lot of resorces, but it was the correct thing to do. Attacking hex 020 would have been less fruitful, because the Allies could still fall back into Rochefort. The German attempt to blow CC5 bridge was interesting. During the engineer phase, the attempt to blow the CC5 bridge was possible, because the 28/112 at Werbomont was eliminated: the supply line thus passed behind Allied lines over the V9 bridge and through Liege, simulating the Skorzeny demolition commandos (two teams). The score after the 20PM turn: *Allies 63—Germans 35.* The Germans have not yet passed through Bertrix, so they did not get that point.

Results of German 20PM attacks: 3-1 (+1) vs 99/395 in Rotgen, DE-AA1; 2-1 vs 7CCB in EE7, Contact; 1-1 vs 1/26 and 9/47 in HH5, AB1-DA1; 2-1 vs 1/18 in CC9, Engaged; 5-1 vs 28/112 in Werbomont, Exchange; 4-1 (−1) vs 9CCA and 10CCR in Marche, Exchange; 1-1 vs 82/325 in N23, AB2-DA1; 6-1 (−1) vs 102 Cav in M26, DB3-AA2.

DECEMBER 21AM:

German: Marche is suddenly much stronger than it was last turn. I will be forced to abandon the heavy commitment at Marche and turn elsewhere. The 1-1 assault against Marche does give me a 67% chance of trapping the two armored units, however. The failure to take Marche last turn will now make it more difficult for the Germans to capture the critical P8 intersection control hex by the end of the game.

So close. I won every battle *except* the one at Marche. I rolled five Engaged results, a Contact in the northeast, two kills and a lousy Attacker Retreat at Marche. If the battle at Marche had been successful, the Allies would have had to use artillery units to hold the front line in two areas. My armor would have had a field day.

Allied: Close call! Allies were almost *Kaput!* One die roll from disaster. The 33rd Artillery will have

to hold at all costs. If the tanks at Marche had been trapped, Beauraing would have been taken by a German four-hex advance after the elimination of an artillery unit. All Allied artillery moves west.

Neutral Commentary: The Germans *almost* trapped or engaged every Allied infantry and armor unit, but too many correct die rolls were needed. It is going to be very difficult for the Germans to overcome the 11 points the Allies will receive for Bastogne (1 point for the town, plus 10 bonus points). The score after the 21AM turn: *Allies 61—Germans 38.*

Results of German 21AM attacks: 1-1 vs 101/327, Engaged in E27; 3-1 (−1) vs 82/505 in J23, Exchange; 5-1 (−1) vs 102 Cav in M20, DE-AA1; 2-1 vs 82/325 in M18, Engaged; 1-1 vs 3/33 and 9CCA in Marche, AB1-DA1; 2-1 vs 84/334 S11, Engaged; 2-1 (−1) vs 3/32 in U9, Engaged; 2-1 vs 1/18 in CC9, Engaged; 1-1 vs 7CCB in DD6, Contact.

TABLE 1—Die Roll Distribution

Roll	German	Allies
1	20	10
2	20	10
3	18	8
4	19	10
5	20	9
6	18	9

TABLE 2—Turn Statistics

Game Turn	Allied Point Count Towns	Bastogne	German Point Count Towns	Units Eliminated Allied	German
16AM	84	—	5	4	2
16PM	81	—	8	8	4
17AM	77	—	12	9	5
17PM	74	—	15	11	5
18AM	71	+1	18	11	6
18PM	69	+2	20	13	6
19AM	68	+3	21	14	6
19PM	65	+4	24	16	7
20AM	62	+5	27*	21	11
20PM	57	+6	32*	24	13
21AM	54	+7	35*	26	14
21PM	52	+8	37*	31	17
22AM	45	+9	44*	36	20
22PM	41	+10	48*	44	22

*—Fuel Dump at EE9 captured equals three points at the end of the game. Total final German point count, 48 + 3 = 51.

Note, Allies receive no Bonus Points for St. Vith, Malmedy nor hex P8. Total final Allied point total, 41 + 10 = 51.

BULGE '81 ERRATA
By Bruno Sinigaglio

The following are errata to the latest printing of *THE BATTLE OF THE BULGE '81.* Players should note these changes in their copies of the rules:

3.3.7 Artillery support counters should total *24*, not 23.

12.3 At the end of the paragraph, the phrase, "That travels from the unit to the supply road hex" should read *"and which leads to a friendly supply source".* For clarification, refer to the first edition rule.

16.11.1 Phrase is out of place. The rule should read, "The following cities are defined as Meuse River cities *in all references to Meuse River cities*: Givet, Dinant, Namur, Andenne and Huy."

29.2 Insert *is* between "it" and "outside" in fifth line.

47.2 Rule should read as follows, "This scenario has been designed for play at the Advanced Level using all Optional Rules except British commitment."

48.2 Rule should read as follows, "This scenario has been designed for play at the Advanced Level using all Optional Rules except British commitment."

49.4 The statement on improved positions is missing. *STEP 1* should read, "The German player checks his 18AM supply status and indicates which of his units are building forts *or improved positions".*

49.5 In *STEP 2,* substitute *FPF* for the typo "PFP".

Example of Play On page 19, the 3rd and 4th examples of ZOCs begin with the words, "The following diagram"; substitute the phrase, *"The above diagram".*

Example of Play On page 21, in the example of armor advancing across a river, the *Fuhrer Escort* is inadvertently depicted as an American unit. It should, of course, be *German.*

Order of Battle The 4th Nebelwerfer and 388th Artillery start anywhere in Area B, while the 17th Nebelwerfer and 405th Artllery should start anywhere in Area A. (Players of the Optional Corps Integrity Rule need not make use of this change.)

DECEMBER 22AM:

German: Not much left to say. Two turns remaining. I move through Bouillion this turn and Bertrix next turn. Ciney will fall this turn, and with luck, maybe Celles and Givet. The 3-1 versus 9/39th and 9/47th is vital this turn—I must get next to hex P8 and force the Allies to counterattack.

What can I say but fantastic luck. A slight dilemma near Givet. I cannot advance into the city with the nebelwerfer, and then reach Dinant on 22PM. But it can now be attacked by two artillery units.

Allied: Good Grief! Nine Allied units waxed on the past two turns. But at last the British arrive. My turn to shoot. I will hold hex P8 this turn with a 2-1 (−1) attack. The airborne will attack Givet at 1-2 odds—a 33% chance of remaining adjacent. Patton goes for Martelange, while two units move out of Bastogne to assist.

I hold hex P8 with an exchange. The attack at Givet had a 16% chance of forcing a German counterattack by a halved and surrounded unit. And the attacks by Patton went well, except that the Germans were able to retreat into Martelange where they can now build a fort. The bridge at V9 does not get blown.

Neutral Commentary: Both sides' attacks went very well this turn. The four-hex advance by the Germans attacking Ciney will permit an attack on Dinant next turn. The fight for hex P8 rages and Patton threatens to take Martelange. The placement in the south of Patton's forces was well done. The two Germans at Martelange cannot be reinforced. One or two more German units were needed to prevent any success by Patton. The score after the 22AM turn: *Allies 54—Germans 47*. There are a number of possibilities that will determine the final score. The bonus for hex P8 is not counted until the end of the game. It is difficult to pinpoint the final disposition at this time. An exciting last turn nears.

For results of German 22AM attacks, see Illustration 10. Results of Allied 22AM attacks: 2-1 (−1) vs 9SS/9, 2/304 and 2SS/3 in Q10, Exchange; 1-1 vs 2/3 in Givet, Engaged; 2-1 vs 352/915 in Z27, BD2-AA1; 3-1 (+1) vs 212/423 in Z31, BD2-AA1; 6-1 (+1) vs 212/316 in CC33, DB2-AA1; 5-1 vs 7NW in C21, DB4-AA3.

DECEMBER 22PM:

German: The Germans have a number of objectives this turn. Take Dinant. Take Aywaille. Move through Bertrix. Attack 101/506 to prevent it and

DECEMBER 21PM:

German: With 14 dead units, the Germans look a bit thin. I have had to spread out to maintain maximum pressure and stretch out the Allied defense. I'm going to take a chance with all the artillery I can muster against the lone unit on P12. If I roll low, I can cut the Ciney-O9 road. Even if that works, I will still need some luck to pull this one out. The southern defense starts to form this turn.

Good results! Five dead units and the O9-Ciney road cut. Mixed emotions at Beauraing however. An Exchange eliminated 3/33 armor, but I must lose 116/16 (10 factor unit). I can't lose one of the nebelwerfers in place of it, because I have *just* enough artillery for three die roll reductions in the center.

Allied: Screw these exchanges! I think the chance factor has swung a little too much in Chris' favor. I can still hold enough to win even if I lose Givet. German mechanized units must not be permitted to exit the board at Givet (two points for each). And I don't think the Germans can deprive me of the P8 intersection points. So my strategy is fairly obvious.

Neutral Commentary: Larry commented about die rolls this turn, but made no mention of the German move to cut Ciney road which could be crucial and the deciding factor in this game. One infantry unit with artillery managed a three-hex advance to cut the road—an excellent tactical move and a good die roll. It appears that the Germans will capture Givet and cause a six-point swing; however, it will probably not be enough. If the Allies keep hex P8, they will get three points, while the Germans will get nothing if they take the hex. That three point difference will probably not affect the outcome—but nothing is certain. The score after the 21PM turn: *Allies 60—Germans 40*, not counting hex P8 yet.

Results of German 21PM attacks: 3-1 vs 1/18 in CC9, Exchange; 5-1 vs 84/335 in P12, DB4-AA3; 1-1 vs 3/32 in T8, Contact; 2-1 vs 84/334 in S22, Exchange; 5-1 (−1) vs 9CCA in O17, DE-AA1; 2-1 vs 82/325 in M18, Engaged; 6-1 vs 333 Art in K19, DE-AA4; 3-1 (−1) vs 3/33 in Beauraing, Exchange; 1-1 vs 101/327 in Gedinne, Contact. Results of Allied 21PM attacks: bridges in K24, D30 and G32 blown.

Illustration 10 German investment of hex P8 on the 22PM turn. German attacks around the hex result in: 3-1 vs 30/117, DB2-AA2; 6-1 vs 3/56, DE-AA1; 8-1 (−1) vs 5CCR, DE-AA1; 1-3 vs 1/26 and 9/47, AB3-DA2.

any other unit in Bastogne from assisting Patton in the attack at Martelange. Attack the units adjacent to P8 at high odds and advance as many units as possible adjacent to P8. The highest odds I can attain against hex P8 is a 2-1 if I go for a 3-1 (−1) at Dinant. If I allocate enough artillery versus hex P8 to get a 2-1 (−1), then I only get a 3-1 even-up at Dinant. I will have to neutralize P8 indirectly. By advancing stacks into the hexes adjacent to P8, I will force Larry into low-odds counterattacks. The chances of getting hex P8 this way are slim, but I would only have a 16% chance of taking the hex on a 2-1 anyhow. Larry's defense around hex P8 is excellent.

Finished with elan. The successful 3-1 versus 30/117 isolates hex P8 and the high odds attacks against the flanks of P8 eliminate two enemy units. Dinant falls and three British units go to hell. Aywaille falls also on another good roll and an American unit accompanies the three Britons. At this point I have a two point lead (52-50), counting cities, the three-point fuel dump and the Allies' last bonus point for Bastogne, If Larry holds hex P8, the Allies win 53-52 regardless of the attack at Martelange. It doesn't look promising, but I at least I am in the lead and a 22PM Allied response is necessary. I've thrown the burden of winning on his shoulders.

Allied: The loss of Aywaille was unfortunate. I should have placed 9/60 in Eupen and 7CCA in Aywaille. All the Allies need do is retain hex P8, however, so I can't complain. The infantry in P8 is isolated and attacks at half-strength, but 20 + factors of artillery gives me a 1-1 (−1) chance of occupying P8 after the turn—only a six will spoil the victory. In addition, Americans and Brits team up for 2-1 versus Givet (33% chance of retaking town) and Patton has a 67% chance of capturing Martelange.

Bad die rolls. I rolled the die five times this turn. If I had chosen the proper sequence, hex P8 would have been held. Instead Patton takes Martelange, but the attack at Givet fails. The score after all action is completed stands at 51-51! The eliminated units total 44 Allied and 22 German. Chris wins by the narrowest possible margin. A tied score, with at least twice as many Allied units eliminated as German. Revenge is sweet though—Chris, time for a game of *WAR AT SEA*.
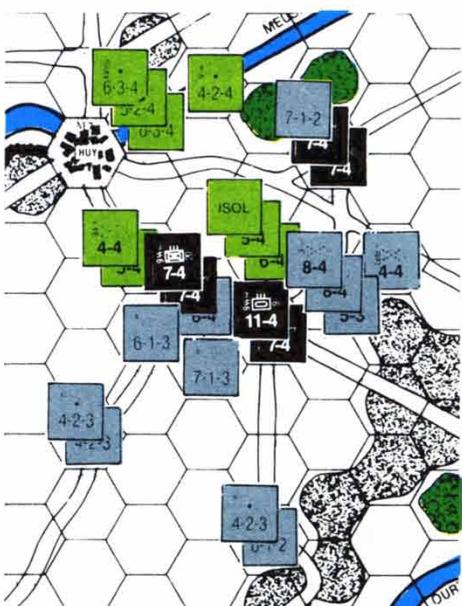

Neutral Commentary: Tough game Larry. Things went Chris' way on the last turn. The Germans managed a *ten* point swing with the capture of Dinant, Bertrix *and* Aywaille. Then, Larry got burned out of three points when he rolled a six on his 1-1 (−1) at hex P8. The game could have gone either way on the last turn. The Allied defense of Bastogne alone merited a winning decision. Larry received 11 points for Bastogne (1 for holding the

city, plus 1 point each turn starting on 18AM). In addition, the units at Bastogne teamed with Patton to take Martelange, which would not have occurred if they were not available to raise the odds to 6-1.

But neither player can blame excessive luck. Table 1 shows that the spread of die rolls is even for both players, given the number of rolls each made. The main emphasis of this replay must be the tactics of mounting a successful assault in the center. Chris played a superlative game—skill tinged with luck. And that's what wargaming is all about. A cumulative statisical summary is found in Table 2.

☆

TOTAL WAR
Club Rules for THIRD REICH
By Alan Emrich
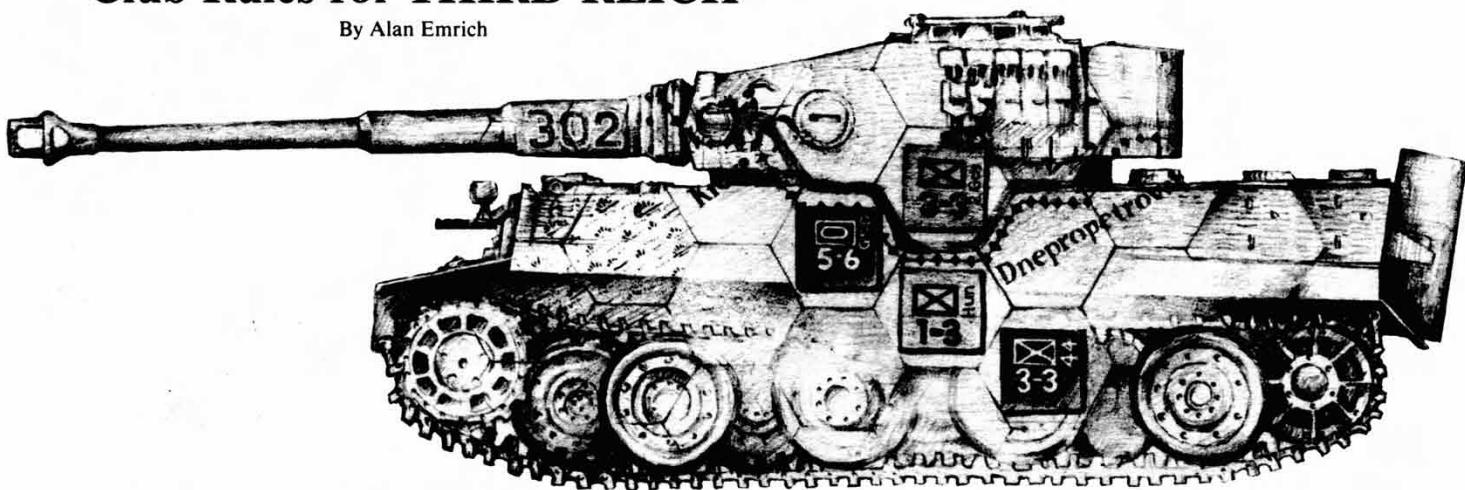
"Club Rules for THIRD REICH" are standard variations used by its hard core players here at the Strategy Game Conference in Southern California. All of these variations have been tested extensively and, while some are a compilation of other designers' efforts, most of these have been revised through constant testing.

Expressly included for the non-military historian but useful as designers notes for everone, is a brief explanation following each rule. Hopefully, if the "legalese" doesn't cover every possible case, the designers' intentions may help resolve disputes regarding application and extent. These variations may be used separately or in combination, each having its own effect on play balance and game length. Playability has not been sacrificed for the realism added as *THIRD REICH*'s dynamic game system is already complex enough.

1. The use of club rules and any additional variants are to be agreed upon at the start of the game, before sides are chosen and before players know which nations they will have.

[An alternative would be to use these variants as a sort of "handicap" to help out players needing it after determining who's who.]

2. All die rolls must be *on the table* and *flat* to qualify as legitimate. For example, a die cocked by a counter, the map edge or a stack of papers must be re-rolled. A die flat on a game component or paper is good.

[It is never a bad idea to spell these things out at the beginning. How many times have you seen arguments of this nature spoil a good game?]

3. The following Major Power's BRP growth rates begin at 20% with *total war* (full growth rate) activation criteria as listed:

FRANCE and BRITAIN go to total war on the first YSS after Germany takes an offensive option in the West.

GERMANY goes to total war on the YSS *following* the YSS in which the Allies have taken the initiative on the Spring turn. (Presumably total war will begin with the 1944 YSS).

To the Allies (France and Britain) it was just a "Phony War" until the point was driven home by German attacks into the west. Russia, of course, lived (and lives) at a full wartime economy and therefore had no peacetime economic stature. Italy,

conversely, has no real wartime economy and never really did.

For Germany it was a matter of "Guns and Butter" for political reasons until America's presence was felt and the tide began turning on the Russian Front. Germany was able to fully mobilize her war effort during 1943 and 1944. In game/history terms this works out very well, indeed. Too often the Germans have amassed such a huge BRP base (magnified by a 50% growth rate) by 1943 that the Allies are hard pressed to even get the initative (and thus knock Italy out). With this simple bit of history included, no longer will an outnumbered (in terms of units and total combat factors) Germany be able to attrition the Allies to death due to a gross economic superiority. The economic "shoe", therefore, is back on the "right foot" of history now, thanks to this simple variant.

4. In the following situations, ground combat units suffer a Reduced Defense Multiplier (RDM). That is: they defend at *face value* in clear terrain and are only *doubled* when defending in mountains, swamps, behind rivers, and on beaches facing invasion. Units defending *behind* fortress hexsides are not always quadrupled however; as a direct variance to rule 5.54, units being attacked from the rear of the Maginot line or West Wall defences are considered on clear terrain.

RDM UNIT CRITERIA:

A. All minor country units, except for those listed in #5, below. Note that this includes most Axis minor allies as well.

B. Units in non-city hexes attacked by exploiting armor through at least one hexside not adjacent to the attacker prior to exploitation movement.

C. All Russian units on the first turn of an Axis DoW except for those meeting the criteria of "B", above, which remain doubled.

D. All Italian units *unless* Italy is played by an independent player playing for separate victory conditions or Axis variant #22 (revitalization of Italian armed forces) in effect.

Two variations on this concept which you may wish to try are:

I. Exempt all armor units. (For reasons of mobile defence).

II. Exempt all German units. (For exercising a doctrine of mobile defence).

5. Spain, Turkey, Poland, Greece, Sweden and Finland may spend up to 1/4 of their BRP value (rounded up) each turn to rebuild lost ground and air units as long as they have not been conquered by a Major Power.

6. Minor Country Force Pool Changes:

GREECE—Add one 2 Naval Unit.
YUGOSLAVIA—Change force pool to eight 1-3's and a single 1-4 air unit.

Variants #4, 5, and 6 should be considered as a group. Regarding the RDM of minor countries, keep in mind the *very* bad defences most put up. Surprised and disorganized against prepared attacks, such usually fell quickly. The easy conquests of 1940 and the Russian breakthroughs on the flanks of Stalingrad in 1942/43 are good examples. However, some of the larger and better organized minors (those listed in #5) were quite capable of sustaining a war effort by themselves and were attune to the politics beyond their borders.

The force pool changes reflect the Greek navy and the weak and scattered rabble of a Yugoslavian army. In game terms, Yugoslavia can hold out a bit longer against an Italian invasion (an historical likelihood) while German conquest will be made easier (as proved the case).

The armor exploitation rule causing an RDM tends to draw the most reaction from those who have never tried it. Devastation on the Russian steppes is instantly envisioned. However, the game as history should be considered for a moment first. In history, it is reasonable to accept that units in a prepared defence accepting an expected attack should be doubled and tripled. When dealing with a breakthrough, however, units were often committed piecemeal to meet the threat, and therefore those that didn't leave their prepared defences often found themselves being hit from the flank or rear by surprise, reducing their effectiveness on defence. Armor outrunning its infantry support though, often found defended cities easy to isolate but difficult to crack. Now re-read 4B.

In game terms, how often are you willing to risk expensive attacks of pure armor and air against a doubled infantry unit in the face of a devastating exchange? The practical upshot of this rule puts the attacking player squarely on the horns of an

historical strategic dilemma. Even though his odds will be better in exploitation combat, an exchange still looms large and attacking into a pocket defeats the purpose of creating it in the first place! The effects of this rule are far more subtle than they appear and greatly help to add realism, simply and elegantly.

As to the point behind the RDM of the Soviet Army on the launching of an Axis DoW, remember how woefully unprepared Russia kept her defences so as not to provoke a German attack, and the results of the first weeks of the Russian campaign. Italy's war record also needs little expounding upon; the Germans had to send units over to bolster failing Italian defences all over the Mediterranian.

7. Odds of 6-1 or higher are considered to be an overrun during the movement phase. An overrun may only be conducted through *one hexside* by the stacking limit of two units (exception: airborne) at the cost of one *additional* movement point which *must* be spent to occupy the overrun unit's hex. If the overruning units do not have sufficent movement points, the overrun may not be conducted.

At the moment of overrun, a die is rolled and on a roll of one the attacker suffers an "exchange" result. Overrun units are then removed *during the movement phase* and the overrunning units may continue moving up to their movement allowance (including further overruns) and may conduct normal combat and exploitation that turn. An overrun may be assisted by available offensive air (not airborne drops, see sequence of play) for ground support, provided the attacker can demonstrate the ability to negate any possible defensive air support by providing an equal number of uncommitted potential interceptors within range at the time of the overrun. Air combat need not take place at this time, unless specifically requested by the defender.

Let's consider for a moment the "lightning" campaigns and movement of troops during WWII, and how this is simulated by the *THIRD REICH* game. Look at the German invasions of France and Russia—set piece-attritional slugging away. The usual Russian invasion barely penetrating in the first year, with the Wehrmacht gasping to reach the 1942 start line by that year's *end*! And consider the role of the Luftwaffe. In Russia providing the occasional odd factor to gain odds or provide "exchange bait", while the bulk of the air force sits idle as potential defensive air. Now consider the fluidity of the Balkan, African, France '44 and Russian late offensives, and you can see where *THIRD REICH* bogs down into a-history by the very nature of the game mechanics.

Now with the simple addition of Reduced Defence Multiples (RDMs) and overruns, the game is set for some "broken field running". Concentration on weak points, air forces supporting advancing armies as they overrun, quickening rises and collapses as it was during WWII. The war was far more fluid than a double line defence (no matter how weak) allows.

8. French armor may not create breakthroughs nor exploit until the YSS after France is invaded or the French Armor variant is in effect. They *do* retain their ZOC.

France was simply too poorly trained and organized to fight a mobile war and her tank employment lacked considerably. To see them roll over Italy or invade Germany is to ask "How"? Retention of ZOC was kept for playbalance.

9. Should the Allies suffer losses to U-boats, they must react to it with fleets in a similar manner as the Germans do air units for losses to Bombers. The Allies must either (a) break down a 9-factor Atlantic based fleet and exchange at least as many factors to ASW as there were excess U-boats, or (b) convert an entire 9-factor fleet to ASW. (Note that in this way no more than nine naval factors may be committed to ASW per SW phase.)

This is the only time the Allies may break down a fleet. Fleets are returned from the SW box when there are *no* losses to U-boats during the SW phase at the maximum rate of nine per YSS. they are placed in the allowable builds and a year *is* required to rebuild them.

Winning the war in the Atlantic was the Allies' first priority. It is odd, therefore, that while Allied Bombers invoke desperate German retaliation, the U-boat scourge draws no reaction at all. Now another level of strategic planning is added as the Allied player faces decisions regarding how far to react to the U-boat menace.

10. The United States may spend up to 15% on Strategic Warfare.

America, arsenal of democracy, was *the* builder of strategic weapons during WWII. In game terms, the Allies are more likely to penetrate German defences if the right allocation of resources is made.

11. Germany may break down her fleet to send out Surface Raiders during any Axis movement phase if, at the begining of which, she controls either Norway, France, or Spain. A one- or two-factor naval unit equals one Surface Raider and all Surface Raiders must depart from and return to Atlantic ports. Only one Surface Raider may be at sea at a time for control of each, Norway, France and Spain, with a limit of seven during a Campaign Game, five during the 1939 Scenario, two during the 1942 Scenario, and none during the 1944 Scenario (this number is increased by two per year that the Z-Plan variant is in effect). A Raider *ending* its second turn at sea is returned to port and not counted against the above limit and may be sent out again on a later turn.

To assist in destroying Raiders, the Allies may designate nine-factor Atlantic-based fleets during the "supply fleet designation" step in the sequence of play. Like supply fleets, they may perform no other function except "Anti-Raider". At the end of each game turn, a die is rolled for each individual Surface Raider with the following modifications:

+ 1 During 1939 and 1940
+ 1 During 1942 vs. US.
+ 1 If the Kriegsmarine Z-Plan is in effect.
+ 1 Each for Axis control of France, Spain and Gibraltar.
+ 1 If the Allies suffered losses to U-boats during the previous SW phase.*
  − 1 If they didn't.*
  − 1 For each year after 1942 (i.e. 1943, 44, etc.)
  − 1 For a one (1) value Surface Raider.
  − 1 For each designated "Anti-Raider".

* = Not applicable until 1941 since there will be no opportunity for U-boat losses until then.

A number of BRPs equal to 1/2 the net die roll (round 1/2 fractions up to the next whole number) are deducted from either the British or US current total, as designated by the Germans before rolling. If losses exceed current totals, deduct from next YSSs base as per Strategic Warfare.

If the net die roll is "1" or "2", one factor of the Raider is destroyed. If the net die roll is "0" or less, the entire Raider in question is destroyed. *Any* destroyed result counts the mission against the above limit of Raiders allowed per game/scenario and the Allied player must check for naval losses if he had any designated Anti-Raider fleets that turn.

A separate die is rolled for Allied naval losses against destroying a Raider. On a die roll of "1" or "2", the Allies loses one less factor than the Raider lost. On a die roll of "3" or "4", the Allies lose as many factors as the Raider lost. On a die roll of "5" or "6", the Allies lose one more factor than the Raider lost.

Example of Surface Raider usage: It is the Axis Winter, 1940 player turn (they are first) and since France and Norway are both controlled, Germany decides to send out the two Raiders she is allowed for their control. A one-factor and a two-factor

Raider are placed aside in the Atlantic. During the Allied player turn, Britain designates two fleets on Anti-Raider patrol, aware that this threat combined with the upcoming U-boat resolution will spell a serious BRP drain if quick action is not taken. At the end of the *game* turn, Germany rolls a die for each Raider. Modifiers in use are + 1 for 1940, + 1 for control of France, − 2 for the Anti-Raiders, and the one-factor Raider has an additional − 1. Germany rolls for the one-factor Raider first, tossing a "6" which is netted down to a "5". Britain loses 3 BRPs. The two-factor Raider tosses a "2", destroying 1 British BRP and eliminating one factor of itself in the process. This Raider counts against the mission limit (the surviving factor returns to port immediately) and now the British player rolls for Allied Anti-Raider casualties since the Germans were successfully hunted down. Britain tosses a "2" losing one less factor than Germany lost, which equals no losses to England. The surviving Raider remains at sea until after this phase on the next turn, while the destroyed Raider may be replaced at Germay's next opportunity.

Allowing both sides more of history's strategic options, Germany raised quite a few alarms and caused considerable physical and psyological damage to Allied naval plans with her Surface Raiders and masked merchantmen. In contrast, the Allies have to weigh the importance of using fleets to destroy the Germans piecemeal on the high seas, or to defend the Home Islands from invasion threats, or to support efforts abroad. The thin spreading of Allied naval resources is now far more accurately reflected as crisis after crisis develops.

12. The following German 1944 force pool additions are made in 1942 instead: Three 1-3's and three 3-3's.

When Hitler ordered the demobilization of the infantry forces during the Summer of 1941, the German army not only remobilized these forces, but expanded the infantry arm as best it could after the Winter campaign and before Stalingrad. So now, like every other country during the 1942 YSS, Germany may expand her historic force pool as well. The armor units added in 1943 and 1944 (1SS, GSD, and 2SS) were "political" creations, as were the remaining three 1-3's which represented the German Volksturm units.

13. Seaborne invasions are limited to beaches within seven hexes of a port controlled by the invading side at the beginning of his player turn. This port need not be used in the invasion, it need only exist.

Except for Narvik, (which is off the map to the north) no real-war invasion was beyond the seven-hex limit. In particular this eliminates such impossible fantasies as an Allied invasion in the Adriatic early in the war or Italian landings in the extreme eastern and western Mediterranean.

14. Add to allowable Allied Partisans:

  two in Poland
  four in Spain

Add to allowable Axis Partisans:

  one in Finland
  two in Spain

Polish resistance during its occupation is well documented; and if in the game Russia *occupies* Finland instead of just leaving a border garrison, fears of Finnish resistance are rightfully placed by the addition of a partisan for that country. Spain, having recently finished an extremely divisive Civil War, not only had sympathizers on both sides, but a well-armed population of experienced guerrilla fighters as well!

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Squad Leader Clinic

GAMBIT

By Jon Mishcon

What is a gambit? A gambit is a chess term used to denote the sacrifice of a piece in order to obtain an improved position. *SQUAD LEADER* players shoud be able to make use of this concept of trading units for tactical advantage in their play.

For *SQUAD LEADER*, and this article, usage of a gambit is the "offered sacrifice of one or more units, perhaps with support weapons, in order to force your opponent out of position". Note that this is not the same as a trap. Sudden or concealed counter-punches that damage him more than you are fine in their own right. No doubt killing more of the enemy than they kill of us is the keystone to winning 90% of all games. Gambits, however, call specifically for you to lose something material in exchange for the possibly nebulous advantage of altering the relationship of where the opposing forces are.

A good gambit is one of the most difficult moves to accomplish for a number or reasons.

First, it requires correct evaluation of your opponent's pysche. Is he a gambler or conservative? Is he overly concerned with leaders or machineguns? You must vary the bait according to the fish you wish to catch.

Second, the bait cannot be too great nor too small. If you make the target too juicy, its loss will impede your ability to accomplish your mission. Cheapness permits your enemy to ignore the "prize" while the bait's placement may divide your own forces.

Third, the location of the bait must vary with both the location of his "fish" and your "hook". The worst of all possible worlds is to have your adversary gather up the treat and then scamper back to proper position before you can take advantage of his "misadventure".

Fourth, the bait should be a treat in its own right. It is not enough to dance sugarplums before his eyes. Your enemy must be aware that if he lets the sugarplum go, it can become a thorn in his side.

Lastly, you must have a special goal to reach in response to his snatching the bait. The moves of a gambit should be made like a choreographed dance step. In response to his overreaching you must know exactly where to thrust.

When should a player consider trying to offer a gambit? Generally speaking, gambits are best used against either a player you are trying to size up for future scenario play ("Is he a plunger?"), or someone you know very well ("He can't resist trying to capture MGs."). Trying a gambit on someone you don't know and who you'll never play again is simply a fancy title for wild gamble. Further the gambit should pull him away from where you hope to move. Naturally if you can impede the enemy's movement by poor terrain or fire, this allows less of a physical shift. This might mean trying to suck armor into woods or infantry into the open, depending on whether you're attacking or defending. Gambits are generally of little value if you can't maneuver around your opponent.

The mechanics for setting up a gambit are relatively simple. In essence, you maneuver a force too weak to go it alone into a position where you cannot adequately support it but where it is just beyond the enemy's grasp. At the same time the rest of your units prepare to move to a specific point that furthers your drive to victory that will become open if the bait is swallowed. Experienced players will see that every step in this process if fraught with danger.

The dangers inherent in a gambit are obvious, involving the loss of time and material, and their use is limited to specific tactical situations. Why should a player waste time considering their use?

I feel that to occasionally try a gambit is one mark of the master player. Even attempting a gambit may give the essaying player the initiative. See my Clinic article "Concentration of Force" (Vol. 20, No. 4) for the inherent advantages of initiative. And, the next time you make a mistake ("Yes, Virginia we all make lousy moves."), you'll keep your enemy wondering—is this a gift or poison? As a corollary to this, and most important of all, is that you open a whole new realm of terrors for your worthy opponent to contemplate. Forcing him to think about the invisible advantages to your "lousy" moves keeps him off-balance. Every last little thing he has to mentally juggle is another nail in his coffin.

Finally there is the ego gratification of triumph by finesse. Sometimes you must use the rapier instead of the club. However, even in those scenarios where my side carries a big stick, I personally, find personal satisfaction in winning in the most efficient manner possible.

Due to the highly specialized nature of gambits, their *obvious* use in published scenarios is limited. An example of a "made-to-order" gambit might be Scenario 29, where the choice of which three counters are exposed and where sets the tone for both attack and defense. An MMG and squad in 2R2 is a standard ploy. However, rather than exposing a second squad consider the advantages of placing an 8-0 leader in hex 7H10. Vulnerable to cross-river fire, subject to interdicting fire if he tries to cross the road in 2I1 and possibly representing the demolitions expert, this exposed piece can be the key to luring the Germans into trying the west

bridge. Contrarywise, depending on your foe, it can nudge him eastward. The key is "reading" the mindset of the opposing player.

A new scenario is appended to allow players to experiment with the ideas herein proposed.

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After Action Report—Aachen's Pall

This note continues the series of commentaries in the Clinic pertaining to the scenario published in a previous *GENERAL* (Vol. 21, No. 2). The intent of these reports is to provide the player with one of numerous possibilities for defensive setup, attacker initial position and basic tactical approach. Having had several months to examine your own approaches to our Clinic scenario, the reader can now compare his findings with our summation.

GERMAN: Recommend you set up the 10-2 with HMG and two squads on second-level of hex H5. The 8-0 and two squads with HMG on second-level G6. One squad on first level of F6.

AMERICAN: Set up M12 in bypass in L6, truck in L5; three squads and MMG under 9-1 on the ground level of J4. One squad and the 8-0 go in J8, three squads and two bazookas in J7.

ATTACKER'S TACTICS: Sustain fire from the MMG and stack at the Germans in H5. Fire at the target in G6 as well. Move the leader plus squad into I8, then advance the squad into hex H7. Assault move three-squad stack into I7. On the second turn, generate smoke with either the squads or M12 in H6 and assault the building. Try to leave the bazookas outside the building. Remember, you need not take the building, just break the inhabitants.

DEFENDER'S TACTICS: Whenever possible, shoot at US squads rather than the M12. Fire sustained a lot; the scenario is too brief to mess around. Fall back and pray for lousy American die rolls. Try to block the stairwell with one squad; if the American troops gets into CC with you, all your morale and HMG advantages are lost. ☆

NEW SQUAD LEADER BOARDS

Eight new geomorphic mapboards, destined for inclusion in the first two *ADVANCED SQUAD LEADER* modules scheduled for June 1985 release, are now available for separate mail order purchase. *Board 16* depicts a few farmhouses surrounded by large cultivated fields. *Board 17* shows a small village with large wooded areas, orchards, fields and even a pond or two about. Gently rolling level-1 hills interspersed by gullies appear on *Board 18,* while *Board 19* has a large open plain dominated by dense woods along one edge. *Board 20* is one of the densest city boards with both large industrial complexes and plenty of rowhouses, with a gully to keep things interesting. *Board 21* is a city section dominated by a large cathedral and central cemetery. *Board 22* has a typical section of the outskirts split by a stream. And on *Board 23* the edge of the city is marked by a canal running lengthwise along the board able to mate with river Boards 7 and 8.

It is stressed again that these boards will be available in future modules for the *ADVANCED SQUAD LEADER* system. However, for those impatient few, they may be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for $4.00 each. Please add 10% shipping and handling (Canadian orders 20%; overseas orders 30%). Maryland residents please also add 5% state sales tax.

Mr. Pat Flory is 35, married, and owns/manages a game store in New London, Connecticut.

Favorite Game: THE RUSSIAN CAMPAIGN
AREA Rated Games: D-DAY, TRC
AREA W-L Record: 15-2   **% Time PBM:** 90%
Gaming Time/Week: 7 hrs.   **Play Preference:** PBM
Hobbies: Only gaming.
Pet Peeve: Winners who don't send sympathy cards (or, a greater one, those who do).

Mr. Flory comments on the advantages of double matches:

"The ability to play a multiple number of games simultaneously by mail is often not fully appreciated. The AREA tourneys are a good example of how this can be applied. Still another application is in the playing of double games, simultaneously, against a single opponent such that whoever wins either game first—wins the match. The double game is treated as one for rating purposes. Key die rolls can be common for both games in a double match. In *TRC* for example, the weather should be identical in both games. This is accomplished by both players adding a weather die roll with their second impulse (Russian move); the one with the latest CTO is used. Using the latest CTO precludes a player being able to do his Russian move while knowing what the weather will be next turn."

WHO WAS THAT 10-3?
The Men Behind the Cardboard
By Patrick Callahan

The response to Mr. Callahan's first effort at looking at the leaders of SL (Vol. 21, No. 1; Scenario 43) was so popular, we felt beholden to present here another. At the very least, his article provides the in-depth prelude and aftermath which I feel the scenario cards, due to constraints of space, lack. It is that extra touch of "color" that makes SL, for me, the penultimate simulation.

Some time during your hitch as a *SQUAD LEADER* aficionado, you have probably wondered about the leaders in the game and the men they represent. Have you ever asked who these faceless bits of cardboard were; how did they get to this spot in history, at just the moment our "game" begins? Did they survive? What happened to them later? Other than a few important individuals, the leaders in the game are just counters with no history, no identity and no personality. But war is, in the final analysis, a very individual experience. Let us look at another scenario and honor those who fought the war.

Scenario 41: Swatting at Tigers

The invasion of Sicily was the moment for which James Maurice Gavin (10-3 American leader) had trained for all of his adult life. It was the opportunity to meet the *enemy* face to face. He was ready; his men were ready. The time had come for America to liberate Europe. But . . . their arrival was less than auspicious as Gavin's 505th Parachute Regiment was scattered over the hills of Sicily. Gathering a small force, Gavin set out to find the war.

His first brush with that enemy came not long after landing, and was in the form of a lone Italian soldier walking down the road, whistling "O Solo Mio". The Italian was quickly captured by the small group of 20 men and questioned. The prisoner, fearful that one of Gavin's best staff officers, Captain Ben Vanderoovt (one of the 9-1 leaders in the scenario), would rearrange certain parts of his anatomy with a jump knife, could only moan "Mamma Mia, Mamma Mia" over and over. No intelligence whatsoever was gained from this interlude. Gavin couldn't even confirm that he was in Sicily. Then to add insult to ignorance, the prisoner escaped. So ended Gavin's long-awaited confrontation—something of a anticlimax. But, soon there would be other opportunities. Gavin kept moving toward the beaches.

Gavin's military career, up until the time of his entry into airborne training, could be best characterized as the slow, steady advance of a promising young officer, who performed by the rules and who would "probably pan out in the clutch." When the clutch finally came, in the form of a United States unready for world war and later on the battlefields of the ETO, the "probably" changed to *did*. Thus Gavin was propelled on his way to high command and a chance meeting on a lonely Sicilian hillside.

A West Point graduate in 1929, he had served in a number of duty stations during the early part of his career. Just before America's entry into the Second World War, he was on the teaching staff at West Point in the Tactics Department. When the opportunity to join the newly forming US Army Airborne came along, he jumped at the chance, not only because it meant promotion but because he was fascinated with the whole concept of vertical envelopment as a viable military tactic. While at West Point he had done extensive research into the unique airborne operations that the Germans had conducted in Holland and Crete.

Getting in on the ground floor in August 1941 proved to be a boon for the young captain. During this time the airborne concept was experimental, and controversial, in the American Army. It was up to Gavin, as operations and training officer, to figure out all the details of a successful airborne operation. Everything from plane capacities and flight patterns, to jump loads and assembly procedures were dumped into his lap for development. Throughout the time of building and training the fledgling airborne force, Gavin relied on a judicious combination of talent, luck and militiary demeanor to take him through the ranks to field grade. By the time of the Siclian invasion in July of 1943 when he jumped into combat for the first time, it was as full-bird Colonel of the 505th Parachute Infantry Regiment.

Because of the incredibly bad drop, Gavin spent his first two days in Sicily marching nearly 20 miles, moving to the sound of guns. He had another brush with the enemy but finally arrived at the lines of the 45th Division with just six other officers out of his original 20. Most of the others, not being as motivated as Gavin, couldn't keep up. After re-entering friendly lines, Gavin heard rumors of more paratroopers ahead, toward Gela. Borrowing a jeep, he proceded up the road and, much to his surprise, ran into Lt. Colonel Edward "Cannonball" Krause sitting on the edge of a foxhole dangling his feet. Krause had collected about 20 troopers of his 3rd Battalion of the 505th. They were lounging around in a field of tomatoes when Gavin arrived.

Gavin was non-plussed at the sight. He inquired why Krause had not moved to his objective (the high-ground north of Gela) several miles to the west. Krause replied that the reason was that "there are Germans up ahead and the 45th Division is having a rough time." After the frustrations of the last two days, Gavin didn't have the patience for the whining. Within minutes he had the whole battalion on their feet and moving toward the objective with a platoon of the 307th Parachute Engineers, commanded by Lt. Ben Wechsler (9-1 leader), acting as point.

After advancing about a mile, the engineers approached the base of the 100-foot high Biazzo Ridge. Suddenly, there came the crackle of small arms fire. Gavin had finally gotten the engagement he had been waiting for.

At this point the scenario begins.

The Battle and Its Aftermath

What "Slim Jim" had run head-on into, although he didn't know it at the time, were the lead elements of the eastern pincer of the German
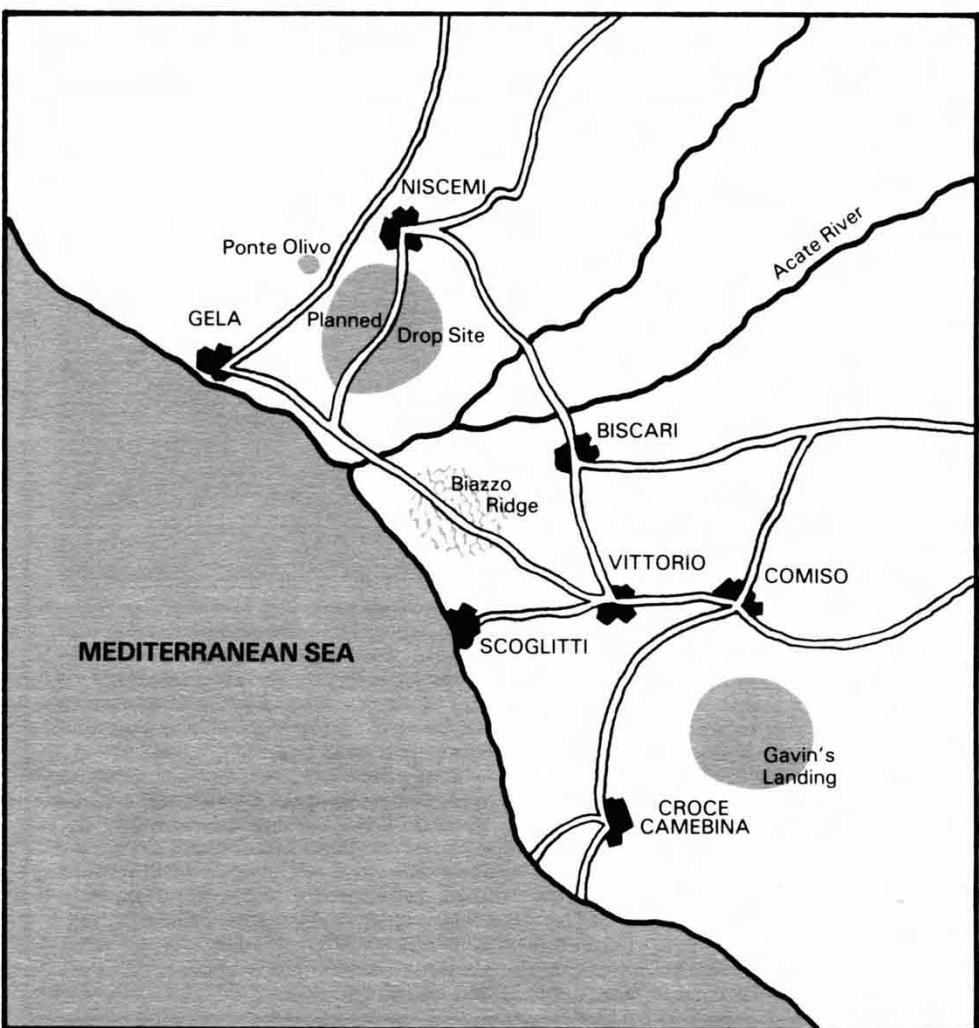
counter-attack on the Gela beachhead. The troops in front of him were from the Herman Goring Division—well-disciplined, well-armed, and well-led. The paratroopers were facing the best that the Axis had on Sicily.

Gavin deployed the engineers, and up the hill they went. The fire at the crest was intense and Wechsler was wounded. Judging the volume of the opposition, Gavin decided that this was no small platoon action. Seeing that more force was needed, Gavin returned to the base of the hill to organize the rest of the battalion for an assault. Krause, oddly enough, was missing; he had gone back to the 45th Division Headquarters "to let them know what Gavin was doing."

Wasting no time on the whereabouts of Krause, Gavin grabbed everyone that was available, including some 45th division men and even a few sailors, and had them assault the Italians on the ridge. The attack carried the crest and continued down the other side, where it suddenly met withering small-arms and mortar fire. Gavin now became worried that he had bitten off more than he could chew. To his front was a stiffening force of unknown strength, and to his right and left there was nothing, just empty flanks dangling in the air.

At that moment, a 75mm Pack howitzer appeared on the scene and was deployed at once by Gavin on the crest of the ridge to supply some much needed support for his infantry. No sooner had the gun gone into place when the first Mark VI Tiger edged around the side of a building at the bottom of the hill and began to fire. The crisis had arrived.

The troopers tried at first to tackle the Tigers with their puny bazookas. This didn't work. The rockets simply bounced off the tough hides of the panzers as they came roaring on to overrun the Americans.

Shortly thereafter, the elusive "Cannonball" (Lt. Col. Krause) re-entered the picture, but only briefly. From over the ridge he came to Gavin, saying that his battalion was either killed, wounded, or pinned down and had become totally ineffective. He then did a crisp about-face and left for the rear.

At about this time the crack German infantry was rushing forward to engage the paratroopers in close combat. The Grenadiers hides proved to be not as tough as the 60-ton Tigers, and many were killed storming the American positions. But they never faltered, and the fighting was intense. In a matter of a half-hour, the German point troops had been decimated.

Meanwhile, on the top of the ridge, the 75mm was engaged in a direct-fire shoot-out with the German armor. They pumped round after round at the exposed German tanks, knocking out one with HEAT and forcing another to retire to cover with damage to its turret. The howitzer had been lucky thus far. Right at the beginning of the battle, after firing just a couple of rounds, an 88mm shell exploded directly in front of the gun. The concussion had knocked the crew, and Gavin (who was directing their fire), over like ten pins. But they rose to reman the gun and carried on, firing as the barrel grew red-hot.

Eventually, because their infantry support had been stripped away by the staunch American defense and the terrain was broken, the Tigers became vulnerable to the small knots of paratroopers swarming the hillside. By rushing the German tanks and dropping grenades into the hatches, the onslaught was finally stopped. But not without cost; more than 50 GIs had been killed and three times that number wounded.

The casualties included Gavin himself, who woke up the next morning with his right shin swollen and bloody. He later surmised that he had been nicked by a shell fragment, and in the confusion didn't even know it.

Gavin's meeting engagement on Biazzo Ridge proved to be his springboard to high command. By the time of the Normandy invasion in June of 1944, less than a year after Sicily and due to his exploits and nerve there, he was a brigadier general and Major-General Matt Ridgeway's second-in-command of the 82nd Airborne. (It should be noted here that while in Normandy on D-Day, "Cannonball" Krause redeemed himself, with the help of his battalion, by capturing and holding the key town of St. Mere Eglise. Krause was wounded twice in the process.) In October of 1944, near the end of the operations in Holland, at the age of 37 Gavin got his second star, making him one of the youngest major generals in American history.

If Gavin's talents were recognized by those above him, they were recognized by those below him as well. His "up front" philosophy, his courage, and his readiness to endure what any doughboy on the line had to endure, gained him the respect of the men he commanded. In combat, Gavin was indistinguishable from other troopers, whether plying his rifle from the line or helping with supplies and wounded. His youth, dress, and lack of pretense, blended him into the scene in such a way that, to anyone watching, he could have been any dog-face Joe in the outfit.

After "Market-Garden" in Holland, Gavin and the 82nd saw action in the Battle of the Bulge and along the Rhine River. Because of numerous casualties sustained in these actions, the 82nd was not included in the jump across the Rhine at Wesel. Though riddled by losses, the SHAEF planners had not forgotten Gavin and his unit. The refit "All-Americans" were slated for something more spectacular than a set-piece river crossing.

It was to be the final reckoning, a drop on Berlin. Fortunately (or unfortunately) depending on the point of view, the jump never took place. The fate of the capital of the Thousand-Year Reich was taken out of the hands of Gavin and his battle-hardened men and put into the paws of the Russian bear. To this day, Gavin claims this was a mistake. At the very least, it remains a fascinating "what-if" for wargamers and historians.

Gavin eventually attained three star-rank before retiring from military service. He was ambassador to France during the Kennedy adminstration, and later president of the Arthur D. Little Company of Boston, where he now lives with his family. Since the end of the war Gavin has authored several books, including *Airborne Warfare* (a prophetic look at airborne operations of today, written in 1947) and his best, *On to Berlin*.

His exploits, though, reside in another place—a personally hand-carved niche in the American pantheon of military heroes. ☆

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AH Philosophy . . . *Cont'd from Page 2*

Physically, this product will be second to none. The rulebook will be lavishly illustrated will full color diagrams and charts and be fully indexed. Each chapter will be color-coded and separated from the others by a two-ply, fold-out fiberboard divider containing both a chapter table of contents and duplicates of all charts contained therein. The inevitable errata and a listing of questions/answers will be furnished free of charge in the form of replacement pages to be inserted into the binder and sent out yearly to those buyers requesting same with the coupon provided in each set. It is by far the most ambitious project The Avalon Hill Game Company has ever undertaken and we hope it will set the standard by which all future work of this type is measured.

As indicated, the *ASL* rulebook is divided into chapters. After each chapter is completed, we send it and the updated preceding chapters out for blind playtesting. With each new chapter, we increase the number of blind playtest groups so that some of the testers are reading the initial chapters for the first time. This insures that we will be constantly receiving valuable feedback on not only the newest sections, but on the preceding framework as well. We do this primarily to avoid "playtest" fatigue—a malady best described as a proclivity towards slipping over previously read sections and not noticing the important changes found therein. Consequently, we now have gone through three different polished drafts of the initial chapter on Infantry and have another three drfats to go before the effort reaches fruition. The Terrain and Ordnance chapters are in their second and first polished drafts respectively at this writing, and undergoing blind testing while the fourth chapter on Armor is being written in preliminary form. For those who think we just throw these rulebooks together, it may prove enlightening to discover that we have three preliminary rough drafts during the initial stages of writing rules before we get even one "polished" draft for playtesting.

Following the Armor chapter will be two more sections on Airpower and Miscellaneous subjects which will complete the basic *ASL* game system. However, there will still be many auxillary chapters to augment this enormous system. Current plans include chapters for "A Basic Squad Leader Training Manual" for beginners, complete TO&E listings, postal systems, tactics and strategy analysis, "Design Your Own" procedures, campaign games, the "Desert War", and a "Deluxe" *ASL* version. At some point in the future, an additional chapter will be added for the Japanese.

Deluxe *ASL* is a project especially dear to Don Greenwood's heart. Put simply, it is merely *ASL* played on 2.2 inch hexes. But "simply" is the key word here. The only new rules for Deluxe *ASL* are conversions of existing *ASL* rules to account for the necessary wording changes in a game where stacking has been all but eliminated. Play on the large hexes is extremely pleasant simply because stacking and all its attendant problems have vanished. (Too, miniaturists will like it for the new boards will allow them to substitute their figures for the counters.) Even in the highest piece-density scenarios, all the occupants of a hex, and their status and weapons, can be identified at a glance—from the highest building level to the substreet sewers. Facing and Field-of-Fire determination is effortlessly and unmistakably displayed by a unit's location within a hex. Possession of support weapons is readily apparant without the slightest trace of hindrance to playability. Deluxe *ASL* will be the ultimate in a playable yet detailed game system. Special geomorphic mapboards will be made available in modular format, complete with specially designed scenarios. To start with, we've limited the Deluxe *ASL* mapboards to city and village depictions to take advantage of their primary asset: the simplification of high-density combat situations.

The initial reaction to *ASL* by our playtesters range from surprise to muffled groans over the extensive nature of the changes to the game system. However, those reservations have given way to rising excitement as virtually all have embraced the new system with enthusiastic praise for the improvements. We think your reaction will be similar. Nobody wants more rules, but *ASL* is not more rules—it is a better system with a sounder foundation, finely organized with far less verbiage than the four gamettes which preceded it. The new counters will allow us to improve the game system with a free hand and insure that everyone will finally have matching colored counters designed and printed at the same point in the evolution of the game system.

The most telling description of *ASL* that I can give you in a few words is that it has become *fun* to play again. ☆

SOURCES OF STRENGTH
SOURCE OF THE NILE With a Vengeance
By Tim Williams

Have you ever been trekking through the African wilderness, for God, King, philanthropy, fame and/or fortune? If so, have you ever wished that you had had time to explain to your now-absent guide that you really weren't (too) angry with him for leading you in endless circles through the swamp? Have you ever howled in frustration as your askaris, bound to the point of lunacy to that peculiar authoritarian code of theirs, desert you one after another simply because necessity has dictated that you must debase yourself by carrying a few indispensible items? Have you ever longed for even just a few more versatile, competent companions on your long, hazardous journey? And perhaps most of all, have you ever virulently yearned for the ability to repay tenfold a hostile tribe for past indignities?

You probably have if you've ever played *SOURCE OF THE NILE*, Avalon Hill's immensely entertaining game of African exploration in the 19th Century. It is an experience fraught with triumphs and frustrations, and those who enjoy the game realize that the latter are a large part of the game's challenge. But it often seems that the individual explorer is not given a fair number of options to deal with these all too frequent problems. What follows is an attempt, via several optional rules, to enhance not only the general flavor of the game but also the role-playing element already evident in *SOURCE OF THE NILE*.

I. Leadership

In any group endeavor, excepting perhaps a riot, leadership is a vital factor. African expeditions were no different, and the extent to which an explorer could influence his men often meant the difference between the success or failure of an expedition. This factor is largely absent from *SOURCE OF THE NILE*, except in the few cases in which a missionary may prevent superstitious bearers from bolting into the jungle or when the odd explorer regains the confidence of his wavering askaris by killing an animal or defeating a hostile tribe. While it would be a mistake to inject overly complex leadership rules into the elegant simplicity of *SOURCE OF THE NILE*'s system, some effort in this direction seems in order. Thus the *Leadership Rating* (LR) is assigned as an abstract representation of an explorer's charisma and powers of persuasion (or more simply the influence that an explorer can exert in a crisis).

At the beginning of each game, each explorer rolls one die. On a roll of 1 roll again. On a roll of 2-6, the result represents that explorer's permanent Leadership Rating (EXC: missionaries). This number is written on the logsheet next to the explorer's name. Due to the extremes of attitude engendered by the peculiarities of their trade, missionaries will *always* have an LR of either 2 (on a die roll of 1-3) or 6 (on a roll of 4-6). This drives home the distinction between the more benign advocates of Christianity and the more radical "Fire-and-Brimstone" types (the Spanish missionaries in *CONQUISTADOR* are similarly distinguished). The LR is utilized when a "Leadership Check" (LC) is required. To make an LC, roll one die. If the result is equal to or greater than the explorer's LR, then the check succeeds. Otherwise, it fails. An LC is required under the following circumstances:

A) *To retain a guide when the party becomes lost.* If the check succeeds, the explorer is forgiving and the guide does not desert the expedition this turn.

B) *To retain askaris when the explorer does "bearer work".* If the check succeeds, an askari due to desert this turn does not do so. A check must be made each turn the explorer does "bearer work".

C) *To deal with Arab askaris* (see Section II).

D) *To attempt to incite one native tribe to attack another* (see Section III).

Note that an explorer's LR never changes nor is modified for any reason, a LC roll of 1 always resulting in failure and a 6 always resulting in success.

II. New Character Classes

In spite of the game's continuing excitement, there is one element in *SOURCE OF THE NILE* that becomes markedly stale after some time. This is the explorer's cast of *supporting* characters. The fierce askaris are vital, but lack versatility—being, of course, too good to carry anything but a musket. Bearers are also often indispensable, but often do as much eating as carrying and are first choice for dismissal and suffer numerous disasters. Guides are expensive mouths-without-hands who desert at the drop of a pith helmet and are on the receiving end of just about every disaster in the card deck. To remedy this, add any or all of the following three new character classes.

A) *Arab Askaris*

The first Arabs from Oman arrived in East Africa in the 8th Century; eight centuries later an expansive Omani Empire drove the Portuguese, who had controlled all of East Africa's coastline, south of the Rovuma River into Mozambique. Due to these migrations (and the lucrative slave-trade in the area), there were plenty of Arabs in East Africa by the mid-19th Century and it was not uncommon for expeditions orignating in this area to consist at least in part of Arabs. The average Arab was somewhat more ruthless than the average African, were somewhat better shots and somewhat more practical, but in general tended to be less stout-hearted when things got really dangerous.

Arab askaris are available only in Khartoum, Mombasa and Zanzibar. Each player beginning an expedition in one of these ports rolls one die and adds "2". This result is the maximum number (3-8) of Arabs that may be hired by the explorer in that port for that expedition. Arab askaris cost $60 each and, as African askaris, provide their own muskets. Due to marked religious differences, missionaries may *not* hire Arabs. The special features of Arab askaris are as follows:

1) Each Arab may carry up to his normal capacity in items (i.e. 10), row canoes and lead animals with no ill effects on any African askaris present.

2) Each time a disaster actually occurs, the explorer must make an LC. If the check fails, one Arab askari will automatically desert. If any desert, roll one die for each remaining Arab, each of which will also desert on a roll

of 1. (Arabs tend to stick together, a "clannish" sort.)

3) In combat with a native tribe, each Arab is counted as 1 1/2 (round down) African askari if on foot, and is counted as 2 African askaris if mounted. At least every second askari lost in a combat with a native tribe that involves Arabs must be an Arab. (Thus, for example, if five are lost and the party contains Arabs, two of those removed must be Arab).

4) Before any battle with a tribe that will involve Arab askaris, the explorer makes an LC. If the check fails, roll one die for each Arab present. Each Arab will desert on a roll of 1 or 2, taking with him any items or mounts in his possession.

5) When looting a native village after a victory, add one to each die roll determining the amount of items taken, if any Arabs are present (i.e., a small village would yield 2-7 looting rolls, a medium village 4-14, etc.—Arabs were prodigious looters).

B) *Boers*

Fiercely independent, fanatically pious and despicably racist, the Afrikaners of the Cape Colony were the African equivalent of the hardy American frontiersmen. These sturdy individuals were occasionally available for service in miscellaneous African expeditions originating in the Cape.

Boers are available only in Capetown, Durban and Port Elizabeth. Each explorer beginning an expedition in one of these ports rolls one die. The resulting number is the maximum number of Boers that the explorer may hire in that port for that expedition. Boers cost $75 each, provide their own muskets, and for each their own mount free of charge (ignore this procedure if a canoe expedition is contemplated). The special features of Boers are as follows:

1) Each Boer may carry up to his capacity in items and lead animals, but only so long as there is no one else (i.e., bearers) to do so. In other words, a Boer will carry nothing but his musket as long as the total amount of items carried by the expedition does not exceed the capacity of any bearers present. A Boer may always row a canoe. Boers doing "bearer work" have no effect upon any African askaris.

2) Boers kill dangerous animals on a roll of 5 or 6.

3) In combat with a native tribe, each Boer is counted as 2 normal askaris. At least every third askari lost in a battle with a native tribe must be satisfied by eliminating off a Boer. (Thus, for example, as above five are lost; one Boer must be removed.)

4) Boers will never desert the explorer for any reason. They may be dismissed as per normal askaris, but if a particular Boer brought his own horse, it must go with him. Boer horses will always be the last animal shot to provide food. (The Boers, yesterday and today, prove themselves extremely loyal if treated with respect.)

If the explorer so desires, one of the Boers determined to be available at the outset may be designated as a Boer *Guide*. He has all the normal capabilities of both Boers *and* guides, with two exceptions, these being that they never desert simply because the party becomes lost under their guidance (they'll blame *you* for misinterpreting their directions), and they cost $150. Boer guides can be affected by disasters applying to both askaris and guides, and can be taken as required askari casualties in battles with native tribes.

C) *Mercenaries*

In practically every major settlement on the African continent could be found men of varying degrees of scrupulousness willing to offer their services for a price. These might be ex-soldiers, deserters, itinerant big-game hunters, fugitives from justice, unemployed slavers or simply border settlers, all of whom might have some ability that could prove useful in an expedition into the interior. No simulation of African exploration can be really complete without some provision for the inclusion of these colorful, albeit often shady, characters. For convenience we will refer to them simply as *Mercenaries*.

Mercenaries may be hired in any port. At the beginning of each expedition, each explorer rolls one die and divides the result by two, rounding up. The resultant number is the maximum number of mercenaries that may be hired by that explorer in that port for that expedition. Mercenaries cost $100 each, provide their own muskets, and have the following special abilities:

1) For each mercenary hired, generate a Leadership Rating as for an explorer. In the event that the explorer is ill and being carried, the mercenary with the lowest-numbered LR is considered to be in temporary command of

the expedition, and utilizes his LR for all purposes normally applied to the explorer. As soon as the explorer recovers, he is once more in immediate command of the expedition. A mercenary *may not* continue the expedition if the explorer dies. The player must start over again as normal.

2) For each mercenary hired, roll one die. A result of 1-3 means that the individual is an ex-soldier, possessed of some military skill. Effects of this are described in section 4 below.

3) For each mercenary hired, roll one die to determine if the individual is possessed of any special skill (aside from military, if applicable). On a roll of 1-3, the mercenary has no special skill. On a 4-6, roll again, with the following results: 1—Doctor; 2—Botanist; 3—Geologist; 4-6—Hunter. Note that the first three mentioned skills can be used exactly as though the mercenary were an explorer of that profession, but only to avoid disasters. No discoveries normally made by explorers of those professions may be made by mercenaries. Hunters kill dangerous animals on a die roll of 5 or 6, and count as two askaris for hunting purposes.

4) In combat with a native tribe, each mercenary is counted as two askaris for combat purposes. In addition, if any of the mercenaries present has military skills (as determined in 2 above), the explorer may re-roll the result for the Charge or Ambush Tables *once* for each such mercenary. The last result rolled, however, is final.

5) For each askari, Arab or Boer lost in combat or via disaster, roll two dice. On a roll of 12 one mercenary (if any are available) is killed

instead. Needless to state, if no askaris, Arabs or Boers are available, then mercenaries must be eliminated instead.

6) If the expedition is defeated and the explorer captured, roll one die for each mercenary present. On a roll of 4-6, that mercenary is also captured. Each turn that an explorer attempts to escape, roll also for each mercenary also held captive. If the explorer escapes, any mercenaries that also escape that turn will rejoin the explorer's expedition, but may only bring any muskets and rations (not members) gained on the Consequences of Defeat Table during the escape attempt. Any mercenaries who fails to escape, or who escapes on a turn prior to the explorer's escape, are lost permanently.

7) Mercenaries may never be dismissed during the course of a single expedition, and will never desert the expedition—except in one instance. Any time an expedition enters a port and does not return to Europe, roll one die for each mercenary present. On a roll of 1 the affected mercenary disappears into the port's underworld (brothels and bars) and is never seen by the explorer again.

8) Mercenaries who are not in temporary command (see section 1 above) of the expedition may do "bearer work" without affecting any askaris present.

9) Upon returning to Europe, an explorer rolls one die per surviving mercenary in his expedition. The sum of any die rolls made is equivalent to the number of Victory Points *lost* by the explorer for that expedition. This loss of Victory Points is due to the mercenary in question "spilling his guts" in public and to the "Yellow Press" about the particular

Inter-Tribal Bellicosity Table

dice roll   result

2	*No War.* Tribe ambushes explorer. The tribe is no longer friendly, but may be approached again by the same explorer
3	*No War.* Explorer is expelled from the tribe. The tribe is no longer friendly, but may be approached again by the same explorer.
4-5	*No War.* Explorer must leave tribe's hex next turn, but tribe remains freindly to that explorer.
6-8	*No War.* No effect.
9	*Limited Raids.* No war. Explorer loses 1 Victory Point, but gains 1 captured native and 10 rations free of charge.
10-11	*War.* Proceed immediately to Step 3.
12	*All-Out War.* Any "no Effect" results on the Inter-Tribal Combat Result Table are ignored and dice are rolled until a final result is achieved.

Consequences of Defeat Table

dice roll   results

2	*Tribe Destroyed.* Remove the losing tribe's marker from the map.
3	*Population Loss.* The losing tribe's size decreases by one level. A small tribe is eliminated.
4	*Tribe Migrates.* The losing tribe moves one hex away from the victor. Determine the direction of the move randomly. The hex entered by the moving tribe may not be a hex adjacent to the victor or one that is already occupied by another tribe. If no hex is available, the defeated tribe remains where it is. If the defeated tribe moves into one of the pre-printed hexes on the map, it is removed (but is not counted as destroyed). The hex entered may be blank.
5-9	*No Effect.*
10	*Tribe Subjugated.* The losing tribe is taken over by the winner. If the tribe friendly to the explorer wins, then the loser becomes friendly also, and is treated as a friendly tribe on subsequent turns. If the target tribe wins in this case, the attacking tribe is no longer considered friendly to the explorer.
11	*Population Loss.* Same as in 3 above.
12	*Tribe Destroyed.* Same as in 2 above.

Inter-Tribal COMBAT RESULTS Table

dice roll	odds-ratio						
	1-3	1-2	2-3	1-1	3-2	2-1	3-1
2 or less	D	D	D	D	D	D	D
3	D	D	D	D	D	D	—
4	D	D	D	D	D	—	—
5	D	D	D	D	—	—	—
6	D	D	D	—	—	—	W
7	D	D	—	—	—	W	W
8	D	—	—	—	W	W	W
9	—	—	—	W	W	W	W
10	—	—	W	W	W	W	W
11	—	W	W	W	W	W	W
12 or more	W	W	W	W	W	W	W

Column Shifts

Shift one column left if target tribe occupies mountain, swamp, or jungle and attacker isn't native to the same terrain type.

Shift one column right if target tribe occupies veldt and attacker is native to mountain, swamp, or jungle.

Modifiers

+ 1 for every three muskets taking part in battle on attacking side, up to a maximum modification of + 3. The expedition may *give* (not loan) extra muskets to the attacking tribe to increase the total number of muskets used for that one battle only. Any given or traded muskets will not be used in subsequent wars.

+ 1 if any Mercenaries with military skills (as determined in Section II) are present in the expedition.

Combat Results

D = *Attacking tribe is defeated.* Returning the explorer counter to attacking tribe's hex. Roll two dice and consult the Consequences of Defeat Tale (see below). Also, roll one die. On a roll of 4-6, the expedition also consults the regular Consequences of Defeat Table.

— = *No Effect.* Explorer counter is returned to attacking tribe's hex.

W = *Attackers have defeated target tribe.* Roll on Tribal Consequences of Defeat Table (see below) for defending tribe. For the expedition, roll on both Results of Victory Tables as normal, but any askari losses are always determined utilizing the "S" column of Table A. Even if all the explorer's askaris are killed, the result does not change. The expedition automatically finds the native village and may loot and take prisoners as normal.

discoveries made during the expedition. Ambitious and often inebriated Europeans exercised far less discretion than natives, Arabs, or disinterested Boer farmers!

Note that in the case of starvation, Arabs will desert as normal, but Boers and mercenaries will remain with the expedition and be considered sick (as in the case of an explorer). In the case of any disaster affecting askaris, Arabs and Boers and Mercenaries may (and sometimes must) at the player's option be taken in place of regular askaris. Record keeping for Mercenaries, Arabs and Boers may be handled on a modified Expedition make-up sheet, keeping in mind that Mercenaries have special skills and Leadership Ratings and that all three new character classes contribute to the carrying capacity of the expedition. Note that it is impossible to have Arabs and Boers in the same expedition.

III. Inter-Tribal Warfare

There are no rules in *SOURCE OF THE NILE* providing for deliberate attacks by an expedition on a native tribe. Of course, any explorer might attempt to deliberately provoke a tribe in hopes of winning a victory and gaining loot, but this sort of thing entails enormous risks. The various European societies which financed expeditions into Africa did not generally encourage open confrontation with the natives, that being after all the business of governments and their armies. Warfare between African tribes, however, was no less frequent than that occuring between the civilized nations, and a clever explorer could often utilize inter-tribal enmities to his advantage, playing off one native tribe against another. The Arabs successfully did this for several centuries. Players who wish to do this (for loot, revenge, or both) may use the following rule.

Any explorer who is not a Missionary, Doctor, Ethonolgist/Anthropologist may attempt to incite warfare between adjacent native tribes. The tribe an explorer is attempting to incite must be *friendly*. During the phase normally reserved for bartering, the explorer wishing to incite warfare must use the following procedures:

Step 1: The explorer in question makes a Leadership Check. If it fails, no war is possible this turn, and play proceeds as normal. If the LC succeeds, proceed to Step 2.

Step 2: Roll two dice, add or subtract any appropriate modifiers, and consult the Inter-Tribal Bellicosity Table detailed below. If the resulting number is 10-12, then proceed immediately to Step 3. If not, proceed as normal with the turn.

Step 3: Move the explorer counter into the hex with the target tribe. This must be an adjacent hex. This in effect represents the movement of both the friendly tribe and the expedition into the target tribe's territory. The expedition *must* participate in any war it incites.

Step 4: Determine the basic odds-ratio. Each tribe has a basic strength according to its size. A small tribe has a strength of 1, a medium tribe has a strength of 2, and a large tribe has a strength of 3. The strength of the incited tribe is compared to that of the target tribe to gain the basic odds ratio (a large tribe attacking a small tribe would yield 3-1 odds, etc.), which is then found at the top of the Combat Results Table (see below).

Step 5: Determine any appropriate column shifts and dice roll modifiers, roll two

The Compleat Diplomat

c. kibler
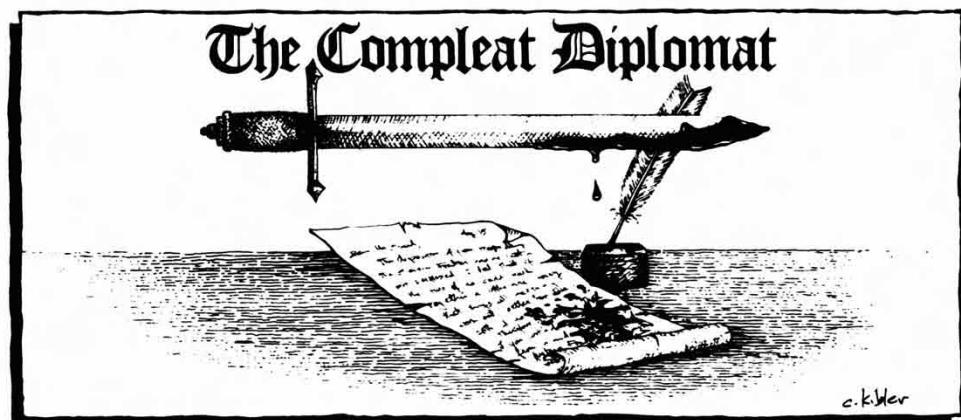
ONLY LONDON? SO WHAT
By Rod Walker

In my last column, I discussed the probable effects on your victim of a stab which grabs a home supply center. Anyone who plays *DIPLOMACY* for a while will see . . . as I have seen . . . a player in an otherwise fairly good position simply fold up and die because he lost a home supply center. And there is no denying that the psychological shock of such a loss is often great, especially in a high stress game like The GAME.

Suppose, however, that *you* are the victim. The last thing in the world you want to do is fold up and die. Why give the other guy that satisfaction? Last Column I suggested that this sort of ploy was just the sort of thing to do as a way of demoralizing your victim. This time I will suggest some ways of dealing with the tactic when someone else uses it on you. The regular reader may recall an earlier column, "Is Munich Burning?" (Vol. 20, No. 3) in which I discussed this problem from the specific point of view of a 1901 situation in which France occupies German Munich.

If one loses a home supply center, the first thing *not* to do is panic. That's what the enemy hopes you will do. The first thing you should do then is to reassess your situation. If this is the latest loss in a position that has steadily been going downhill, then you may be hard-pressed merely to survive. For now, however, assume that the capture of a home center is a first or early stage in an attack on you at any point in the game. It is a shock to you and, as a tactic, was intended as such. Instead of being unnerved, ask yourself two questions, First, "What have I really lost?" Second, "How strong am I right now?"

What have I really lost? It is important to realize that the difference between a home center and any other is fairly minimal. If, for instance, you're an eight-center Germany and somebody grabs Denmark away, you might vow to get it back and punish the transgressor, but in and of itself it's not that big a deal. However, if instead of Denmark, you lost Berlin, should you go to pieces? Decidedly not. Germany still has seven centers instead of eight. The only thing lost is a *build* center. You still have two left (although admittedly it becomes more difficult keeping one open for a build). In this situation you need to stay calm treat this loss as no greater than any other.

How strong am I right now? First of all, assess how strong you are against the obvious threat—the guy who grabbed your center. The loss of a home center can involve a serious breach of your defenses if all your units are on another front. But if you hold the line against this new enemy, you're in good shape. If not, try to find any line you can hold, and any place you can delay his advance for as long as possible. If you have a good opportunity for a counterattack, so much the better. And there are

other than simple military means for response—turn to the heart of the game, *diplomacy*.

With a good position, your best bet is to convince your enemy that you're not pushed off-balance by his temporary coup, and it would be best for him to disengage, give back his ill-gotten gain, and try elsewhere (perhaps with your aid). If it looks as if your position will deteriorate further, you will need allies in your fight. After all, if your enemy will make significant gains (and you can always claim "my home center" as a sizable gain by itself), it may be worth another player's while to stop him and help you. If things look really bad, you may want to try the "suicide ploy". This is a touchy matter which I'll take up in detail in my next column.

Regardless of which diplomatic option you may decide upon, remember that the most important response to the loss of a home center is to remain calm. Likewise, remain flexible. It may be well to consider, however, how you *appear* to react as opposed to how you're really reacting. You have two choices, each with its own advantages.

You may appear calm and collected, and let your opponent know that you intend to resist him firmly. This sort of calm resolve may be the exact opposite of what he's expecting, and may make him reconsider his whole strategy. It may actually give you the diplomatic initiative with him, even though he has the military initiative on the board.

On the other hand, you can pretend to go to pieces. Forewarned is forearmed as they say, and if you let your opponent know you've got yourself composed, he will play a careful game and keep all his fences mended. If, however, he believes you've become a sitting duck, he may miscalculate some swift and easy gains. He may play less carefully against you and he might get careless about keeping his allies happy. His allies might also construe your performance the same way . . . he's going to get much larger very quickly at your expense and they may put pressure on him to stop. All these things can work to your advantage, especially if coupled with shrewd negotiations with your opponent's allies and/or neighbors.

Remember, if a good act can earn millions for somebody in Hollywood, it ought to net you at least a couple of centers in *DIPLOMACY*. The best act of all, sometimes, and the worst of all, sometimes, is the one called "suicide". We'll look at it next time.

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THE GRAND ART
Tactics in FREDERICK THE GREAT
By W. Woon

Never in the history of warfare has the practice of deciding national policy by force of arms so approached art as in the formalized and carefully professional wars of Frederick, the Soldier-King. The Avalon Hill Game Company's *FREDERICK THE GREAT* highlights this art as no other game. Frederick, enlightened despot that he was, set down his thoughts on the conduct of war in the classic *Military Instructions*. Although recommended reading to all students of warfare and the period, it is a difficult piece of writing. Frederick rambles on about every aspect of war, and patience must be exercised to cull the true gems of his technique from the pages. He does stress repeatedly the three most important activities of the army—siege, maneuver, and battle. Not surprisingly, these selfsame three aspects are highlighted in the game. Since the instinct of most gamers is, unfortunately, to get on with the fighting fast rather than using finesse, let us turn our investigation of tactics to that first.

Battle

In *FREDERICK*, battle is not an end to itself, but only the means to an end—victory. The main aim of any battle is to either demoralize or destroy an enemy field army so that a siege may proceed undisturbed. This must be kept firmly in mind. Causing casualties is but a secondary consideration.

It is most important to fight only when necessary. Do not give battle just for the sake of giving battle. When a fight is inevitable, the attack must be made at optimum odds. Unlike other games, the strongest attack is not always the best battle.

Example 1: A French force led by French L1 (IV:0) pounces on five SPs led by Hannoverian L3 (IV:1). Thinking that more is better, the French player reinforces L1 with more SPs under L4 (IV:1), to make the total odds 18 SPs to 5 (300% odds). The French player rolls a 4, which is not modified as the combat bonuses cancel out. Mon Dieu! French lose 2 SPs, Hannoverians 1 SP. Hannoverians take 2 SPs of French troops prisoner. The remaining 14 SPs are demoralized and must retreat. Final score: French 1, Hannoverians 18. This is not a freak result; the odds of it happening were 5 out of 6!

The difficulty of obtaining an optimum attack (and the consequences of not making an optimum attack, as illustrated in the above example) makes battle a dicey proposition to be risked only for assured gain. The first general rule when one must fight is that one should know the strength of the enemy force. A little deduction from initial force levels should provide a maximum; needless-to-say, a player should keep tabs on all force reorganizations. To determine the minimum, a player should gather as large a force as possible and attempt an overwhelming attack. If the attack succeeds, well and good; even if it fails, valuable intelligence will nevertheless have been obtained about the minimum strength of the enemy (simply divide the number of SPs in the attacking force by four and round the result up to the next highest SP; the enemy must have at least that number of SPs). Using these techniques a player will be able to establish roughly how strong the enemy is. Never attack unless this is done.

A more precise method is possible when one has a superior leader available (i.e., a leader with a higher IV than the enemy leader). The friendly leader should be marched into the hex to be reconnoitered in the Forced March Phase with no more

than five SPs. This force will have first option to initiate combat during the ensuing Combat Phase by virtue of the leader's superior IV; attack! The opposing player will have to reveal the exact strength of his force. If the attacking force is less than 33% as strong as the defending force, no combat will occur and the attackers escape unscathed. They can use the following friendly March Phase either to escape or to reinforce in preparation for a serious attack. If an attack is possible (i.e., the attacking force is at least 33% as strong as the defending force), the most that a force of five SPs can lose is one; the least that the defender will lose is one SP (see the Percentage Loss Table). The actual losses being equal, the force with the inferior leader will be demoralized. When using this tactic, it is important to ensure two things: first, at least two leaders must be present in case a leader loss result is rolled; secondly, the enemy should not be allowed to initiate combat—an attack at 400% odds will be disastrous.

Having determined the strength of the enemy, the next step is to make an optimum attack. This does not mean getting there "furstest with the mostest". Combat in *FREDERICK* belies the canard that God (or at least Lady Luck) is on the side of the big battalions. Table 1 shows the most likely results of attacks on the enemy by forces of a certain strength. The number to the left of the stroke is the likely loss to the attacker; the number to the right is the defender's probable loss. Note that unless a 400% attack is possible, piling men on sometimes reduces the chances of a favorable result. Even an superfluous SP can turn certain victory into abject defeat. In Example 1 the extra SPs that the French use did nothing to increase their chances of winning; by placing them on a higher line of the Percentage Loss Table, they only served to swell the casualties. The moral is clear; do not under any circumstances employ more than is necessary to get the exact odds. An extra SP may well result in defeat snatched from the jaws of victory.

An optimum attack does not demand the highest odds obtainable. Such an attack is defined as an attack that guarantees the demoralization of the enemy,—or failing that, a draw (i.e., neither side is demoralized)—without risking the demoralization of the friendly force. Table 2 shows the optimum attacks against enemy forces of the indicated strength. Note that combat bonuses have been left out of the calculation; a positive or negative net bonus will affect the optimum.

Note that attacks requiring more than 50 SPs are omitted from Table 2 since it is usually impossible to field such a large force. To illustrate the dangers of believing that higher odds are always better, consider the following:

Example 2: Austrian L5 (IV:0). commands a force of 15 SPs. He is attacked by Prussian L4 (IV:1). If the Prussians attack with five SPs (33% odds), demoralization of the Austrians is guaranteed. If the Prussians employ ten SPs (66% odds) their chances of winning are now 1 out of 6; there is a 5/6 chance of a draw. If the Prussians add a further five SPs (totalling 15 SPs, 100% odds) they actually run the risk (a 1/6 chance) of losing!

As a matter of general doctrine, a leader should not attack a superior leader. If the differential is −1 there is, under certain conditions, a possibility of a draw, no more. If the differential is worse, only those with lemming-like tendencies will con-

template attacking.

A leader faced with a better-led force should blend into the background and try to avoid combat. Combat with a leader who is superior by one in initiative can be risked only when leading a force of 16 SPs or more (to avoid the five-SP attack, discussed below). The best form of defence is to conceal the true strength of one's force to preclude the possibility of an optimum attack upon it.

When faced with an equal leader, attack at 200% odds or better. This is only a general rule. Consult Table 2 for exceptions. When defending, the larger the force commanded the better, to make it difficult for one's opponent to get the requisite odds.

A superior leader has nothing to fear except his own incompetence. Provided that no superfluous strength is used, a superior leader can attack with impunity. Of course, if one is playing the Allies, a draw is counter-productive. A superior leader has a devastating tactic at his disposal: the five-SP attack. Examine the Percentage Loss Table. A force of five SPs can lose no more than one SP. Examine the Combat Result Table. Any attack, even at the worst odds, is guaranteed to inflict at least one SP loss on the enemy. If a force of five SPs attacks any enemy force of 15 SPs or less, the guaranteed result is 1/1. In such a case, the defending force will be demoralized because of its inferior initiative. The five SP attack *guarantees* the demoralization of the enemy at a minimal cost. Hence the need for an inferior leader to keep his force at least 16 SPs strong so as to avoid this devastating attack.

A superior leader can rest easy in the knowledge that no attack by a force led by an inferior leader can demoralize him. One should beware of the possibility of being whittled down so that an overwhelming attack can be conducted, however.

Maneuver

There are only six reasons to move at all in the game:

1) To attempt to capture enemy fortresses;
2) To defend against such an attempt;
3) To destroy or demoralize an enemy force;
4) To avoid destruction or demoralization;
5) To cause enemy losses through attrition;
And 6) To avoid such losses.

Any move that does not lead directly or indirectly to the attainment of one of these objectives is a pointless move and should be eschewed. The first and the second reasons will be discussed in connection with Siege Tactics below. Let us concentrate on the others here.

The easiest way to force a battle is to advance into the enemy's hex during the friendly Force March Phase. This may cause march attrition, but if the battle is necessary (and *only* necessary battles should ever be fought) that must be taken as part of the cost. If it is desired to avoid a disadvantageous battle, it is essential to maneuver so that the enemy cannot close during the Force March Phase. This involves keeping the friendly force at least seven MPs away from the enemy at the end of the friendly March Phase. The enemy will then be forced to use both Force March Phase *and* March Phase to close for combat. Combat can easily be avoided by force marching out of the hex. The desideratum is to be exactly 7 MPs away from the enemy; close enough to threaten his supply line, yet far enough so that he cannot close in the Force March Phase. This tactic

is especially effective against forces led by a 2 or 3 IV leader. Substantial losses can be caused to the enemy through march attrition.

If the enemy is not so cooperative as to allow one to close with him, he must be forced to come to the friendly force. The most effective way to do this is to sit on his sole supply source during the friendly March Phase. A leader with an IV of 1 or 0 who begins a friendly Movement Phase (march or force march) out of supply must move back into supply. Ideally, the enemy will be forced to actually enter the hex occupied by the friendly force, which can then attack. Even if this does not happen, there is a chance that losses will be caused by march attrition, or through supply attrition, or preferably by both. This tactic is best used in the supply deserts (viz., Poland, Bohemia between Prague and Koniggratz, and the German States north of Frankfort-am-Rhein).

Example 3: 24 Russian SPs under L1 (IV:1) desire to crush a cheeky Prussian force of twelve SPs led by L4 (IV:1). The Prussians unsportingly refuse to cooperate. The Russian should wait until the Prussians are north-east of Colberg, say around hex 3534, threatening the Russian depots in Poland. During the March Phase the Russians should advance onto Colberg itself, even if this means leaving supply (they will not suffer attrition until the Prussian player turn). The next Phase is the Prussian Force March Phase. The Prussians must attempt to re-establish supply. To do so they must return to Colberg which is the nearest supply source (it is impossible in this case to reach a port from which they can be supplied from Stettin or Kustrin). With any luck the Prussians will lose SPs force marching. Moreover, once the Prussians enter Colberg they can be bottled up (if they enter the fortress) or attacked (if they do not).

If both players play well, it will often happen that neither will be able to force a decisive engagement. Losses will then be caused by attrition. Attrition losses occur from force marching and supply attrition. Thus one should aim at placing the enemy out of supply. This will force him to force march, thereby risking march attrition, or lose strength through supply attrition (see Example 3).

TABLE 1:
Likely Losses Attacking Force (AF) vs. Defending Force (DF)

DF \ AF	5	6	10	11	15	16	20	21	25	26
2	1/1	1/1	./P	./P	./P	./P	./P	./P	./P	./P
5	1/1	1/1	1/1	1/1	1/1	2/1	./P	./P	./P	./P
8	1/1	2/1	2/2	2/2	1/2	2/2	2/2	2/2	2/3	3/3
10	1/1	2/1	2/2	2/2	1/2	2/2	2/2	2/2	2/2	3/2
12	1/1	2/1	2/2	3/1	2/2	3/2	2/3	2/3	3/3	3/3
15	1/1	2/1	2/1	3/1	2/2	3/2	3/3	3/3	2/3	3/3
17	—	2/1	2/1	3/1	3/1	5/1	3/3	3/3	3/3	3/3
20	—	—	2/1	3/1	3/1	5/1	3/3	3/3	3/3	4/3

How one achieves this depends on whether one is willing to risk a battle or not. If one does not wish to fight, one should maneuver against the enemy's supply depots during the friendly Force March Phase. The object is to make an overwhelming attack against a crucial depot or attack it when it cannot be reinforced, then march to safety in the immediately following friendly March Phase. There are three risks inherent in this course: first, by moving in the Force March Phase one risks march attrition. Secondly, if the maneuver requires the friendly force to leave supply, SPs will be lost through supply attrition. Finally, there is always the risk that the friendly force will not be beyond retribution at the end of the March Phase. Such is war. To compensate, there are several benefits to be gained. Firstly, there will be the capture or destruction of the enemy depot garrison. Next, the enemy will be forced to retreat, losing time and SPs. Third, the enemy's offensive will be in abeyance until the laborious and time-consuming task of rebuilding the depot is completed. Finally, the bad experience will force the enemy to be more circumspect in his future advance, causing him to detach troops to garrison his line of communications, to the detriment of his spearhead force.

Example 4: (continued from Example 3): The Russians have bottled up the Prussian corps in Colberg, but have not yet trapped it by besieging the city. The Russian force is supplied through a chain of depots ending at 3332. This depot is garrisoned by two SPs. The Prussians cannot save Colberg by attacking the Russian army. Nor do they have to. They should sally forth in the Force March Phase with a force of nine SPs (the extra is to compensate for possible march attrition), overwhelm the depot and return in the March Phase. Because they are leaving supply, they will lose another SP to supply attrition. In return for the possible loss of two SPs, the Prussians will have captured the two SP Russian army out of supply. The entire force of 24 SPs will have to march post-haste back into supply, without even pausing to chastise the impudent Prussians. More importantly, the siege of Colberg will have been set back at least three game turns.

When attempting to cut enemy supply lines the Austrians should not neglect to use their ZOCs. One way to do this is to leave only one SP at a strategic spot rather than risk the entire field army. This should be done during the Austrian March Phase. If the Prussians overwhelm the gallant defenders in their Force March Phase (hopefully having lost a SP by march attrition) there is always a chance of getting them back through exchange of prisoners. If they remain unmolested, they can be recovered in the Austrian Force March Phase or March Phase. Needless to say, this tactic should be used sparingly.

Siege

A properly defended fortress is extremely difficult to capture. One cannot often simply overrun it and must instead starve it out. In *FREDERICK* siege is a very time consuming process and requires great precision of play. However, it is usually necessary to capture only one or two enemy fortresses to ensure victory.

In order to conduct a siege unmolested it is desireable that no undemoralized enemy force be in the vicinity. This requires that the enemy be brought to battle and demoralized as soon as possible. Since it is a rare enemy who will obligingly march into the lion's mouth, a battle must be forced as described above. Alternatively, the enemy can be forced to fight by threatening effectively to capture a fortress.

It is possible to forge ahead and damn the torpedoes. However, such a bull-headed advance usually ends in a rabbit-footed retreat. Rarely will one be able to capture an enemy fortress by a direct advance without lengthy and careful prior preparation. *FREDERICK* is not a game for the savage-minded and inelegant.

A siege should be supplied from at least two sources. The best sources are friendly fortresses, since these cannot be destroyed. However, it is a rare siege that can be supplied by two friendly fortresses (exceptions being a Prussian siege of Koniggratz and a French siege of Munster). It will therefore be necessary to construct at least one, and

TABLE 2:
Optimum Attacking Forces

DF \ LD	-1	0	+1	+2, +3
1	A	2*,3*	2,3	2,3
2	A	2*,3*,4*,6*	2,3,4,6	2,3,4,6
3	A	3*,5*,6*,9*	3,5,6,9	3,5,6,9
4	A	5*,8*,12*	5,8,12	5,8,12
5	A	5*,8*,10*,15*	5,8,10,15	5,8,10,15
6	12*	5*,9,12,18	5,6,9,12,18	5,6,9,12,18
7	14*	5*,11,14,21	5,7,11,14,21	5,7,11,14,21
8	N24*	5*,12,16*,24	5,6*,8,12,16,24	5,6,8,12,16,24
9	A	5*,14,18*	5,6*,9,14,18,27	5,6,9,14,18,27
10	A	5*,15,20*	5,7*,10,15,20,30	5,7,10,15,20,30
11	22*	5*,22,33	5,8*,18,22,33	5,8,11,18,22,33
12	24*	5*,24	5,8*,18,24,36	5,8,12,18,24,36
13	N39*	5*,26*	5,9*,20,26,39	5,9,13,20,26,39
14	N42*	5*,28*	5,10*,21,28,42	5,10,14,21,28,42
15	N45*	5*,30*	5,10*,22,30,45	5,10,15,22,30,45
16	N48*	24,32,48	6*,11*,16,24,32,48	6,11,16,24,32,48
17	N34	34	6*,12*,17,26,34	6,12,17,26,26,34
18	N36*	N27*,N18*,N36	6*,12*,18,27,36	6,12,18,27,36
19	N38*	N19*,N29*,N38	7*,13*,19,29,38	7,13,19,29,38
20	N40*	N20*,N30*,N40	7*,14*,20,30,40	7,14,20,30,40

A = An attack on such a force should be avoided. Demoralization of the attacking force the likely result.

N = No optimum attack possible. The attack given is the best under the circumstances. There is a risk of the attacking force being demoralized.

LD = Leadership Differential, i.e., the IV of the attacking leader minus the IV of the defending leader.

* = A draw is the only possible result (or the most likely result).

more likely two, supporting depots. The reason for having two separate sources is so that the enemy cannot disrupt operations by descending on one's sole source of supply at an inconvenient moment (as was done by the Prussians in Example 4 above). This of course takes time. The job should never be rushed. Remember only a couple of fortresses need to be captured.

The placement of supporting depots (the ones directly supplying the siege) is important. The first rule is that they should be placed as far apart as possible, to preclude their destruction by the enemy in one fell swoop. The second rule is that the depots should preferably be placed at least seven MPs from the fortress to be besieged. This will prevent the enemy from sallying forth in his Force March Phase, destroying a depot, and returning to his sanctuary in his March Phase. By placing the depot at least seven MPs away, any enemy force that attempts to destroy it lays itself open to retribution. Thirdly, if possible, the depots should be situated outside enemy supply range (i.e., so placed that an enemy raiding force must march out of supply to reach them). This is only possible for the Allies. If this is done, often the depot will be impossible to destroy, given the restrictions on leaders operating out of supply.

These supporting depots should be garrisoned with as large a force as possible. Two SPs is the minimum if there is an enemy field army active. Use at least two unit counters; the top should be a one, the bottom can be anything up to eight SPs. This is to conceal the true strength of the garrison from the enemy and to make it difficult for him to gather exactly enough for an overwhelming attack. These principles apply equally to any depot threatened by an enemy force.

There are two ways of defending against a siege—direct and indirect. Both should preferably be used in conjunction. A direct defense consists of having a field force in the vicinity of the threatened fortress. This field force would threaten the enemy supply line, preventing the establishment of the double supporting depot system. One method has been illustrated in Example 4 above; this should be done if battle is to be avoided. Alternatively, if an optimum attack can be made, it should be made. However, if the enemy is competent, this course is usually out of the question. If all else fails, retreat the field force into the city when it is on the verge of being invested. The chances of capturing a fortress defended by a 1 IV leader are 1 out of 3; if defended by a 2 IV leader, the odds are 1 out of 6. A fortress defended by Frederick himself can never be captured. The disadvantage of this course is that it removes valuable leaders from the field. Moreover, once the city falls, the enemy may sacrifice the SPs to capture the leader (by demanding surrender).

The more effective way to defend against a siege is to counterattack an enemy fortress. For example, a thrust against Koniggratz could be met with a counter-thrust at Neisse. This sort of aggressive defense is to be preferred to a direct defense of the threatened fortress (an essentially passive course). The enemy will be tempted to divert troops to contain the threat, to the detriment of his own offensive. Two specific situations will serve to illustrate the proper mode of conducting a siege.

Example 5: Hannoverian siege of Wesel. Wesel is in supply range of the Hannoverian fortress of Munster. The temptation is to leap onto Wesel as soon as possible and begin digging. This temptation must be resisted. The French can easily counter this by beseiging Munster itself, being supplied from Dusseldorf. Instead, the Hannoverians should construct a supporting depot at 2606. A depot situated there will be outside French supply range. It can be attacked only by a French force led by a 1 IV leader that begins its Force March Phase in 2204, 2205, or 2206 if a Hannoverian force occupies the Wesel

hex. (This is because a leader with an IV of 1 must retreat if he begins a movement phase out of supply; these are the only hexes where such a leader can be in supply and yet reach the depot in one phase.) Since it is seven MPs from Wesel, it cannot be reached from that city in one phase and is consequently safe from attack by a French force based in the city.

The best French defense consists of a counter-siege of Munster. This can be supplied from Dusseldorf. The Hannoverians cannot continue the siege of Wesel as well as interrupt the siege of Munster without reinforcements. The result will probably be a trade-off, Wesel for Munster.

Example 6: Coalition siege of Dresden. A siege of Dresden has to be supplied through depots. Since Prague is so easily neutralized, it would be unwise to use it as the sole terminus of the depot chain. Therefore it is necessary to construct two chains: one from Prague and the other from Nuremberg. At least three depots will be required. The construction of these will take some time, so it is essential that Frederick be distracted by operations elsewhere while the siege is in progress. It is also desireable that any Prussian field forces be demoralized; accordingly, it is recommended that the siege be conducted by Austrian L3 assisted by a French corps of at least 11 SPs led by a 1 IV leader and the Imperial corps at Nuremberg.

The French and Imperial troops should construct the depots connected to Nuremberg. The first should be in either 1217 or 1119; the latter location is preferable since the mountains form a barrier against the Prussians in Saxony. The second depot (the supporting depot) should be constructed in 1420. This location has several advantages. Being in a mountain hex, a defending force will receive the defensive benefit. Secondly, a depot located there threatens both Torgau and Dresden. This depot should be garrisoned by the entire French corps. (Imperial troops may garrison the other depot.) Alternatively, for greater security, the depot can be built in 1322, connecting also with Prague. (If this is done, it is important not to allow it to be captured intact, since this will allow the Prussians to conduct a siege of Prague from two bases immediately.) Meanwhile, the Austrians should construct a depot at 1225. This is seven MPs from Dresden. In addition, it will be connected to Nuremberg through the depot at 1322 (assuming the depot is built there).

Once the Coalition completes the depot system, the fall of Dresden is just a matter of time. To save the city, the Prussians may have to fight. If the Coalition forces are led by the Austrian L3, the only leader who has a chance of victory is Frederick. Thus the only defense against an offensive like this is to prevent the establishment of the depot system. If the Coalition manages to complete the two supporting depots, the Prussians will be in a lot of trouble.

To Summarize:

1. Since the capture of only one or two fortresses will guarantee victory, decide at the beginning of the game on your objectives and stick to them.

2. Do not make pointless moves that do not contribute towards the attainment of your chosen objectives, especially during the Force March Phase.

3. Remember that battle is only the means to an end (the capture of specific fortresses) rather than an end in itself.

4. When a battle is necessary (and only necessary battles should be fought), attack with the optimum force; more is not necessarily better.

In short, to succeed at *FREDERICK THE GREAT* one should cultivate an eighteenth century attitude towards war: leisurely, scientific and averse to unnecessary bloodshed. You'll find it works quite well. ☆

dice and cross-reference the results with the odds-ratio on the Inter-Tribal Combat Results Table. This yields the result of the war.

Step 6: Apply the results of the war immediately.

Note that on a "D" or "—" result on the Inter-Tribal Combat Results Table, the expedition must return to the attacking tribe's hex. On a "W" result, however, the expedition may remain in the defeated tribe's hex at the explorer's option. If for any reason a tribe's original hex is vacated, roll one die. On a roll of 1 the victorious tribe immediately occupies the defeated tribe's former hex. Note that if the tribe friendly to the explorer is forced to migrate, the expedition may (but is not required to) accompany that tribe to its new hex. Note that if a tribe incited to war by an explorer is defeated, that particular tribe may *never* be incited to war by that particular explorer again. (No dummies here!)

For each war actually incited (i.e., where the Combat Results Table is consulted), the responsible explorer loses 3 Victory Points. If either tribe is destroyed in a battle, the explorer responsible loses 3 *additional* Victory Points, unless the explorer in question is a Journalist, who loses no additional Points (makes exciting copy for the home audience).

IV. Odds and Ends

Considering how important horseflesh was to the native trade (it was the third most in-demand European article, after guns and ardent spirits, respectively), it seems odd that no provision was made in the original rules for bartering them. To remedy this, allow explorers to offer horses in trade to a native tribe. Each turn, a tribe will pay the explorer "X + 3" (4-9) gifts for each horse offered in trade. The rate of exchange for horses varies each turn just as it does with all other tradeables. Camels may also be bartered in this manner, but only to tribes located in a desert hex. Horses may never be traded to natives located in swamp or lake hexes (they'd only eat them).

If any explorer receives the bonus discovery "Friendly Chief signs over all his lands to your mother country", note the tribe that does so. If the explorer in question publishes that hex, the tribe in question is permanently removed from the map (it suffers the same fate as the many tribes who no doubt occupied the pre-printed hexes that ring the game map).

If an explorer receives the "Stop War" or "Witness Large Tribal Battle" bonus discovery, then there will certainly be a tribe in an adjacent hex. If there already is, do nothing further. If not, determine the hex randomly. The hex in question may be blank, but may not be a pre-printed hex. Do not determine the size of the new tribe until an expedition actually enters its hex.

And finally, may I suggest that when an explorer receives the "Elephant Stampede" disaster, add + 4 to the Consequences of Defeat Table dice roll, instead of 2. If only 2 is added, it is possible that a bizarre situation may occur—fancy elephants taking prisoners!
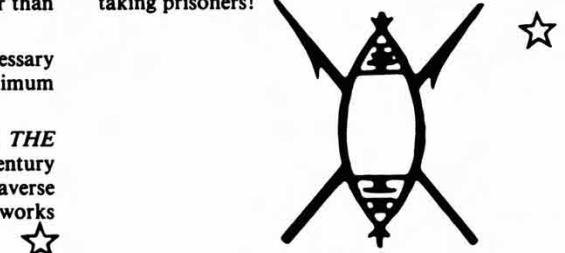
A PERSPECTIVE ON SOLITAIRE METHODOLOGY
Going It Alone in FORTRESS EUROPA
By Terry Alan Baney

Of late, the question of solitaire play in the hobby has taken on a sudden notoriety. Just why this is so is not altogether clear, although the solo implications of computer-style gaming may have something to do with the trend as well as the flurry of letters appearing in The *GENERAL* in recent months. The irony of all this lies in the fact that solo play has long been a part of simulation gaming while direct attention to its lurking presence has been marginal. As a devotee of such gaming for over two decades, I have occasionally sensed the inequities in this situation but found little cause for complaint. After all, most of the simulations were readily conducive to solitaire and most of what appeared in the hobby journals was every bit as viable to my style of play as it was to the more competitively oriented gamers. Who could argue with improved orders-of-battle, optional rules and variants, or in-depths analyses of the strengths and weaknesses of a game's counter mix? Indeed, it could even be said that solo wargaming directly benefited from the hobby's maturation process which increasingly focused upon historicity and realism at the expense of pure playability.

Still, I am not certain that this was what the fuss was (or is) all about. Perhaps the hobby has reached the point where it must face up to political implications regarding the status of its membership. But I tend to doubt it. The notion of a "national front for the liberation of solitaire" seems strangely incongruous—probably even to solo gamers themselves. More likely, gamers simply want to get on with their gaming without having to worry about questions of status or what others in the hobby think of them. If the ORIGINS convention is any indication, we certainly come in all shapes and sizes anyway.

While there do appear to be those in the hobby who feel somewhat slighted as a result of their solitaire preference, I suspect that it may have more to do with game design questions than with political ideology. As our games have become more historically recognizable as simulations, the impact upon solitaire play has produced mixed blessings. The era during which uncertainty was simulated largely by the roll of a die on a combat results table has given way to more elaborate efforts. Among the concerns frequently addressed in newer "state-of-the-art" designs are limited intelligence subsystems and "fog of war" inclusions. This could mean anything from hidden or simultaneous troop movement to secret allocation of air or naval forces. For the solitaire player this means either a reluctance to purchase these items or a decision to purchase coupled with the hope that some home-made remedy could be fashioned that would render the game playable.

Occasionally a bit of tinkering is feasible— especially in those designs wherein the obstacle is but a minor inconvenience to overall thrust of the game. Avalon Hill's reworking of John Edward's *FORTRESS EUROPA* comes to mind. Here the most notable impediments to solo enjoyment are the deployment of German panzer forces not already determined by the set-up guidelines, and the allocation of both Allied and German air units to the variety of missions depicted. To the designer, such decisions were clearly concessions to playability and competitive uncertainty so as not to create a

stereotype situation. Additionally, of course, such options enabled the players to experiment with alternative strategies that could improve their performance levels in subsequent playings. For the solitaire gamer, the trick is to devise a method which would make the game playable for only one participant while retaining a measure of the unpredictability. Not every solo player will emerge from this process with identical solutions to those used by others. But every solitaire enthusiast who wants to enjoy *FORTRESS EUROPA* on their own must come to terms with these hurdles inherent in the design.

My own approach is based, understandably, upon personal judgements and preferences. Each solo tinkerer will find his or her own level of satisfaction of these matters, content to apply a method that reflects whatever they value and the time they wish to devote to the problem. As for the panzer deployment, I generally use one of two approaches. Either the hidden placement will be discarded outright and the units positioned on the map as part of whatever placement I felt was compatible with the historical options, or various district/sectors will be numbered. If the numbering is used, panzers are placed based upon a random die roll once all other set-ups of pre-determined units have been made. This latter method is not entirely irrational, as the German Command itself was somewhat undecided on the proper positioning of these forces and Hitler was given to sudden and erratic changes of mind on the subject. In fact, panzer units were in transit to new sectors when the actual invasion occurred, which suggests that a continuing re-evaluation was taking place in June 1944.

Similarly, the site of the initial Allied invasion is also left to die roll determination. Each possible beach area is assigned a number and the onslaught comes with neither side able to guarantee its location. Generally the die roll is weighted somewhat in favor of a cross-channel assault and slightly against the likelihood of a first-strike in Southern France. This does still leave the possibility of a Southern France invasion, however, as the Germans themselves were unwilling to totally discount this prospect. In any event, the element of surprise is retained and play commences as usual.

With regard to air-allocation missions, a different perspective is used. My reading of the campaign for France in 1944 has led me to believe that the success of the Allied (especially American) operations was due in large part to a judicious usage of air power coupled with a limited range of counter-options for the German commanders. Berlin's multiple worries over the threats and needs of other theatres, including protection of the home front from strategic bombing, meant that the Luftwaffe was incapable of concerted action. Admittedly too, there was no knowledge that the war in Europe would be over in about nine months and all available air units could not be committed in too arbitrary a manner.

As such, it seems appropriate to permit the Allies freedom of selection on the use of their air mission assignments, but not the German commander in the West. Once I decide on how best to distribute my Allied planes, the German commander's commitments are randomly determined by allocating a die-roll number to possible Axis air

missions. The German must live with what he gets with little or no ability to pre-determine this. Under the circumstances, this will mean that the Allies must position their own air resources to cover any variety of potential German responses without certainty of what these may be. The German, meanwhile, must conduct his operations on the ground with the attitude that, if periodic air support becomes available, it comes as a pleasant surprise bonus. Understandably this method handicaps the German and reduces his maneuverability as far as strategic (and even tactical) options are concerned. Historically I would suspect that most German commanders would recognize this predicament as closer to the reality of the situation than free German allocation.

In all other respects, *FORTRESS EUROPA* is quite easily played solitaire. Essentially the gamer will perform as best he can for both sides. The die rolling in the land conflict will largely determine the flow of events, and I permit the Allied player to select his second invasion site based upon what is best from his vantage point. Even the air allocation issue will tend to remove itself when weather intervenes and grounds the planes on all sides.

There are, of course, more sophisticated approaches to all of this. Some solo players may prefer to write orders for certain army or army group objectives or randomly roll on a self-designated table for such matters as obligatory withdraws from a defense line, obligatory standfast entrenchment, and so forth. How intensely one may choose to explore such varieties of uncertainty in the playing of the game is limited only by time and desire. My suggestion, however, would be to consider certain factors whenever randomization techniques are employed. One would be that the impact generated by the design adjustment not arbitrarily force the conflict being simulated into grossly unhistoric or unrealistic directions. (If the game in question is not a historical event one may feel somewhat less restrained in this area. But if the conflict is hypothetical, remember that the designer undoubtedly gave considerable attention to creating at least a measure of play balance into his work.) Randomized decisions applied exclusively to one side or the other will likely cause dislocations in the balance. It is always possible, of course, that you will consider this to be acceptable. A lack of awareness of such impact, however, may otherwise destroy a large portion of the enjoyment in play and rob the outcome of much of its mystery. Like solitaire in card games, much of the attraction is tied to the uncertainty over which card will turn up or estimates as to where or when a card might appear. In board-wargaming, repeated play of a design is often tied to the interplay of your own decisions with occurances you cannot fully control. Once a game becomes too one-sided or stereotyped, you will probably find yourself playing it less than you had hoped.

Secondly, what may work effectively for one game may or may not be usable in other designs. Each simulation ought to be treated as a distinct entity despite similarities to others in matters such as zones-of-control, supply rules, etc. Today it is less common to find designs that are virtual duplicates of previous games done merely by transposing a geographic locale or time period. Addi-

tionally, it appears that designs are now more fully integrated than was once the case. Each sub-system has a genuine relationship to its brothers in a game, and tampering with one ingredient may affect the performance of other component parts. In most instances only actual play will make this apparent. The point, then, is to accept the notion that one or two seemingly casual adjustments for solitaire may require patient observation as to end results. Conceivably one may need to consider other alterations to compensate for the needed change in the game for solo usage. The natural inclination is to immediately turn to those features in a design which appear to be stumbling blocks to solitaire. Workable solo methods are constructed to solve these handicaps and then play proceeds as per the written rules. Often, however, the self-made insertions will have an unforeseen impact on those aspects of play that superficially seem to be conducive to solitaire. The result can be assorted dissatisfactions, uproars over imbalance, and a new dust-collector for one's shelf.

Obviously the suggestions made here for *FORTRESS EUROPA* are relatively minor adjustments. Most solo gamers want to play the game that they bought, not a game of their own creation. The truly creative among us could conceivably turn *any* design into a home-made solitaire vehicle by making drastic changes in systems. But I have not encountered many solo gamers who wish to do this. My own rule-of-thumb is always to make the fewest adjustments necessary to render a design applicable to solitaire play. Excessive alteration can result in a "Frankenstein" that takes on a life of its own and begins to turn on its creator. Too often this will mean that good games are left unplayed—games that otherwise may well have been all that you had hoped they would be.

Finally, it might be worth adding a comment or two regarding the position that solitaire can enjoy in this hobby. Clearly solo gaming need not be an exclusive methodology. I find enjoyment in face-to-face play with a fellow hobbyist whenever the opportunity presents itself. Often, though, my urge to play is there, but no other gamer is available. Or, as sometimes happens, I consciously choose to devote a week or two to a time-consuming game, but cannot always find large blocks of time to devote to it. The attraction of solitaire is that I can get to a game when I can get to it, and not feel pangs of guilt for disrupting the schedule of others. The point is that I am enjoying this hobby for my own reasons and have done so for over twenty years. I look forward to at least twenty more of doing so.

Beyond this lies the question of the hobby's longevity. As board-wargaming evolves into role-playing, non-historical themes, computerization, and card-gaming, the hobby constituency has enlarged dramatically. Yet the jury is still out on whether population demographics will undermine its continued appeal, or added leisure time will offset the potential losses from an aging gamer crowd. Opponents may well become increasingly more difficult to find. Conceivably, solitaire play may become more frequent as computerization grows and traditional board-gaming will rest more and more with those accustomed to it as a personal diversion. In either case, I suspect that competitive play will continue, but lose a measure of its dynamic quality in the hobby. Quite possibly the solitaire devotee of the hobby will represent the most stable foundation of consumers and subscribers in the foreseeable future. If this indeed occurs, we may want to consider the hobby's best interests above and beyond the date of the next ORIGINS. Not everyone enjoys the luxury of taking the "long view" due to consumer unpredictability and assorted economic factors. But the devoted solitaire enthusiast fully expects to be actively involved in his or her hobby for years to come regardless of the whims of others. They also serve who only play alone. ☆

CONVOY
A Scenario for NAVAL WAR
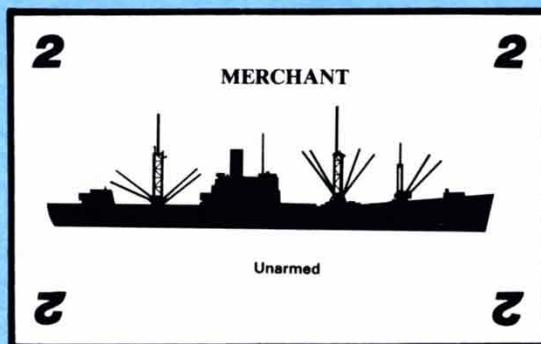
The lifelines of the warring nations of the world spanned the seas. Loaded into the hulls of thin-skinned merchants and transports, the men, tanks, guns, aircraft, gasoline, rubber, food and munitions that were needed for victory were sent to the war. The vulnerable ships huddled together in convoys, herded and protected by escorts. On the approaches to Tunis, to Malta, to Liverpool, to Murmansk, to Kyoto and a thousand other ports, the battles raged below and above the waves to destroy or protect these lumbering and ugly ships. When the time came for the tide to turn and the free world to reclaim what had been lost, the soldiers and material to break the enemy's hold were carried to the invasion beaches by these same unloved ships. In every corner of the far-flung war, the battle of the sealanes made itself felt—for this was the true war that had to be won by the eventual victors.

NAVAL WAR, one of the finest ways to pass an evening with the family that The Avalon Hill Game Company produces, can be readily modified to bring this prosaic but vital aspect to life. Of course, some concessions must be made to the abstract nature of the game, and to the limited mix of ships available. But, for those jaded by the repeated round after round of free-for-all sinkings, this can add some spice. It also gives one a concrete objective as opposed to the rather mundane task of merely sinking everyone else. With but a few alterations to the playing deck, and the creation of a new class of ship cards, the family is ready to try something different tonight.

	Defender	Attacker
Germany	Bismarck	Tirpitz
	Gneisinau	Scharnhorst
	Graf Spee	Scheer
	4 Merchants	Gneisinau
		Lutzow
Britain	Duke of York	Rodney
	Warspite	Prince of Wales
	Repulse	Revenge
	4 Merchants	Ramilles
		Ark Royal
Japan	Mutsu	Shokaku
	Hiei	Kongo
	Akagi	Ise
	4 Merchants	Nagato
		Haruna
US	Texas	Enterprise
	California	Pennsylvania
	Missouri	Nevada
	4 Merchants	Maryland
		Iowa

Unless noted otherwise, all rules for *NAVAL WAR* remain in force for "Convoy". However, before play, remove from the deck the two Minefield 2 cards and all Additional Ship cards. These, if

still in play, unbalance the game to an uncontrollable extent; the Convoy player will almost certainly lose. From the Ship deck, give each player the cards specified below—dependent upon whether he is the defender or the attacker.

The objective of the play is elemental, as befits a game that is perfect for introducing the next generation to the joys of wargaming. The attacking player must eliminate *all* merchant ships by the end of play. Play ends normally on the draw of the last card. No score is kept, each hand being a separate affair (although players may play the best of a series, switching sides and nationalities).

Merchant ships (shown above) have no gunnery value, and can absorb only two hits before sinking. The defending player should always be given four of these to commence play. As with Aircraft Carriers, these are placed in the rear of the task force and may not be fired upon by normal gunnery until their escort has been sunk. Regardless of damage, if even one remains afloat at the end of play, the defender has won. (These are desperate convoys to embattled but critical points—Malta, Leningrad, Bataan—or invasions given heavy escort; even a pyrrhic victory is cause for celebration.) As usual, enemy fire may only be directed on one ship per turn. Air strikes may select Merchant ships as targets, as may submarines and torpedo boats. Merchant ships may perform all tasks that a warship may—except fire. Thus, even if reduced solely to Merchant ships, the player may place smoke, play additional damage, repair, minefield and all other cards.

For four-player games, simply add another convoy and attacking fleet. These may operate either independently, or as fleets. Note that to win, the attacking players must sink all enemy Merchant ships of both opponents. Between themselves, the attacker sinking the most Merchants (not warships) is adjudged the superior. Alternately, one of the convoy partners may opt to float five warships (drawn at random from the remaining ship cards) in a desperate attempt to "ambush" the attackers.

Obviously, strategy (as discussed in Mr. Dobson's fine article on the game in Vol. 19, No. 6) is little changed by this variant for the attacker. Take every opportunity to destroy the critical Merchants before the last card is drawn. It is not as easy as one might think, for dilemmas on applying firepower against the defending warships come frequently. Advice for the defender is to try to eliminate ships—especially carriers, if at all possible. Do not spread your attacks across the attacking fleet; concentrate on one until it is going down, then switch targets. Losses among your fleet will be great, but if even one damaged Merchant survives you've won. Try it, it is a great feeling.

SKORCH THE SKINNIES
Kudos and Kibbitzing for Scenario Three
By Jim Stahler

Exactly what are the advanced rules that make Scenario Three so improved? First, one can ignore all the rules concerning Arachnid tunnels and Terran engineers. You only need to include the sections on Retrieval Boats (V.B and V.C), Casualty Recovery (V.E), and Nuclear Weapons (VI.B). This last rule helps out the MI, since the Humanoids have no nuclear weapons. However, whoever fires a nuclear rocket launcher has his life expectancy greatly shortened; he will become a prime target of every Skinny beam and missile in range.

But Retrieval makes the critical difference. No unit can do anything on the last turn, since it must board the boat or be left behind. Most units will have to head toward the beacon on Turn 11, losing another turn. Troopers operating in the boonies may have to head toward the general vicinity of the pick-up point as early as Turn 8. Since the Terrans lose the first turn in making the initial drop, they are left with only 6 to 9 turns to accomplish their mission.

Playing The Skinnies

The mission of the Terrans is to either destroy all six of the critical installations or get rid of all Humanoids in the city without losing 25 or more troopers (a live trooper left behind counts as three casualties.) The MI has the choice of objectives, but a good Humanoid player can make both goals very tough.

The key to foiling the first goal is dispersal, of course. Put the installations all over the place, in the most inaccessible regions, everywhere but the middle of the board. Obvious places for either a decoy or real installation are the corners of the board, QQ34, A34, and (especially nasty) A1, deep in the mountains. Other good places are in the middle of the mountains in hexes Z34, A16, or I13, for example. If the Terran wants to win by blasting installations, he must investigate every possible site until he has located every installation. These six sites can tie up six or more of his men, keeping them out of the action for most of the game.

Locating the real installations is not enough; once he has them, he must destroy them. This can be prevented by stationing a garrison unit nearby. A decoy should be garrisoned by a worker. A very clever trick is to put a heavy weapon beam on an installation in rough terrain. Those eight defensive factors are very difficult to kill, especially in the hills. Even a 4-1 (32 factors) yields only a one-third chance of eliminating the defending unit, who is completely safe at 1-1, and still has a one-third chance of surviving a 6-1 attack. Of course, if the installation really is in A1, the Terran had better be either very lucky, have the NUC launcher handy, or be prepared to ignore the installations and go after the city.

Even a lowly warrior is hard to root out of the hills, with the die roll modification. Note that warriors must start directly on the installations they are to defend if they are in rough terrain, since their movement is two and it costs three to enter a rough terrain hex. The same applies to workers "defending" decoys. A beam unit defending an installation in rough terrain does not have to start in the same hex, but if it doesn't, it is letting the Terran know that it is a beam unit defending a real installation. He will then mass force against it. What a surprise if it turns out to be an immobile worker defending a decoy! This sort of second guessing is what makes this game exciting.

In barren terrain, a worker/warrior can reach an adjacent installation in one turn. Therefore, it may be wise to increase the defense of the garrison. However, the MI may disrupt the garrison and move into the installation in one turn—pinning the Skinnies while the installation is destroyed on the subsequent turn. An advantage of remaining on the installation is that the unit is doing its job unless it is eliminated; a disruption is of no consequence.

Other good places for installations or decoys are within two hexes of nearby strongpoints, and within six or ten hexes of others. This enables the Skinnies to put up a fight for these installations. The warriors in the strongpoints two hexes away can move onto the installation, while the strongpoints six hexes away can shield heavy weapon beams, and missile units can be in range of the installation.

The situation here is the reverse of that in the boonies. In the distant installations, the MI problem is to eliminate the one or two units garrisoning them. Near strongpoints or the city, it will take courage for a trooper to occupy an installation with the intent to destroy it. Not only can he be attacked by nearby warriors, but he can be fried by enemy beam and missile units hiding in strongpoints or in the city. Even a stunned Terran cannot destroy an installation. Moving a comrade into the same hex just invites an additional attack with more targets. A wounded man on an installation is a disaster because it prevents Terran HE fire on that hex, making it possible for the Humanoids to defend the installation with workers and warriors.

If you think that it is tough to blast an installation near a cluster of strongpoints, imagine an installation adjacent to the city. The corners formed by the city and the board edge are ideal for installations: hexes QQ4 and QQ11. They can be reached by warriors from up to three hexes away in the city, and they can be fired on by beams protected by the city. These installations are likely to be the sites of furious climactic battles near the end of the game.

Another nice feature about these two key positions is that they can be defended by the city garrison, which must be substantial to frustrate the second of the Terran objectives: the capture of the city. This is likely to be difficult because the Skinnies get a number of advantages in the city. The MI have greatly reduced mobility in the city, while the Skinnies move at double speed. Consequently, the workers and warriors move faster than marauders, and as fast as scouts and commanders (even with their extended jump). Because the extended jump for all MI units in the city is only one hex, if more than seven troopers stack together to make a close combat attack, they cannot completely unstack during their extended jump phase. They must leave at least two units stacked together, a prime target for a Humanoid beam or missile unit. Note that these ranged weapons are especially dangerous in the city, since they can zip to any city hex from nearly every other city hex.

Both Terran and Humanoid defenders get the same benefit from being in the city; but the net result of this die roll subtraction helps the Skinnies, since they must by destroyed for the Terrans to win. The Terrans will undoubtedly have a rough time going after the city.

A Skinny setup that I particularly like is illustrated in Figure 1. Strongpoints are marked with solid red hexes; possible sites for installations or decoys are marked with blue hexes. I strongly sug-


Back in Vol. 20, No. 4, the contest posed a difficult situation for the Terran player in the third scenario of STARSHIP TROOPERS. Mr. Stahler crafted that fine challenge for us. Now, here is his in-depth analysis of the entire scenario.

I bet that a lot of you who enjoy *STARSHIP TROOPERS* have played "Scenario Three: Invasion of Skinny-Five" maybe once and then moved on to "bigger and better" situations. Let's face it, the Arachnids, with their underground tunnel complexes and massive demo charges, are much more romantic than the poor Humanoids with their puny strongpoints and feeble excuses for heavy weapons. How could a whole planet full of these scrawny Skinnies ever be a match for a well-equipped platoon of Starship Toopers? When I was learning the game, I played Scenario Three once. It was a walkover for the Terrans. I wrote off this situation as highly unbalanced, an easy Terran win, and therefore of no interest to competitive wargamers.

This may be the case with the rules introduced up to this point in the Programmed Instruction system; but if one adds the rest of the rules, along with the Scenario Addenda, Scenario Three becomes quite a fascinating game. On the surface these additional rules don't seem to make much difference. The Humanoids get no additional strength, while the Troopers' awesome power is increased by a couple of deadly nuclear rocket launchers. So the Skinnies now have a chance? Yes they do, because the Terrans can no longer harrass the Humanoids for the full 12 turns of the game; they must return to their transport via a retrieval boat before the game ends. This robs them of two to four turns, depending on where the action is and where the boat lands. These few turns are critical to the game; the MI has much to do and so little time.

Figure 1 Recommended Skinny Placement. Red indicates potential sites for strongpoints; blue, sites for installations.

gest that QQ4 and QQ10 both be real installations. A1 should also be an installation, and either S1 or QQ25. Every decoy should be garrisoned by a worker, every one of the isolated installations should be garrisoned by a warrior. One in rough terrain should be garrisoned by a heavy beam weapon—usually (but not always) A1. Hex G1 is another charming candidate for the beam, as is A16.

All the missile units should be in strongpoints. Warriors should be placed in S3, NN25, and PP22, ready to move to the nearby installations when they

are threatened. Some beams may be placed in strongpoints, and workers should be used to hold strongpoints evacuated by other units, so that the strongpoints cannot be easily destroyed. The remainder of the Humanoid units are then placed in the city, preferably not on the edge, to prevent the Terran player from having easy shots before his troops reached the city.

Note that the strongpoints are generally within four hexes along the road from each other or the city. This allows warriors in the farthest strongpoint to move to the city without leaving the protec-

tion of strongpoints. Units in S3 can move in one turn to the installation in S1, which can be fired on by beams in W5 and missiles in AA4. Also, QQ25 can be reached from both NN25 and PP22 by warriors or workers using the road. Note that the strongpoint in LL1 is nicely placed to defend QQ4 with a beam or missile.

On the first turn, beams and missiles will be in position to blast the scattered MI as they land, before they have a chance to organize. Then the MI must decide whether to go for the city or the installations. If they choose the city, the outlying

units in strongpoints can be withdrawn to the city via the chain of strongpoints. If they decide to destroy the installations, the search of the outlying sites will dissipate the MI strength, the installations next to the city will be fanatically defended, and the suprise beam in the wilderness may secure a Humanoid victory all by itself.

A devilish tactic is to hide the beams and missile units inverted in the city among the workers and warriors, to protect them when there is no inviting target. "Inviting targets" are scouts (because of their vulnerability), commanders (because of their mobility), and any trooper carrying a missile launcher, especially a nuclear one.

Playing The Terrans

These tactics and tricks certainly give the Humanoid player a good chance of victory but the Terran player should not despair, for he has a lot of strength at his disposal. His platoon has 192 attack factors in close combat, as against 48 of the Skinnies. His 12 HE launchers pack a powerful punch; they can get 6-1 attacks on two strongpoints per turn, or 3-1 on four strongpoints. He also has 12 DAPs and 6 DARs; and we cannot forget those two nuclear rocket launchers.

The initial attack should be with ranged weapons, usually the HE launchers. They should be carried by commanders or scouts; the scouts' extra mobility makes up for their vulnerability. The NUC launchers should be saved for critical situations, and protected as much as possible. The later the enemy finds out who has them, the safer they are. However, it would be an unforgivable waste to not use all eight nuclear rounds during the scenario.

When the enemy is pinned by ranged fire, he can be finished off by close combat. The DAPs and DARs can be used either as hand grenades, by dropping them on known enemy positions, or they can be used as minefields to restrict enemy movement along the roads or to block off part of the city. The nuclear rocket launchers are the Terrans' most powerful weapons. There are only two; don't lose them. After one fires, the trooper carrying it had better retreat out of enemy range using extended jump. Of course, they should be carried only by commanders. There are three ways of employing these deadly devices. They can be used against enemy strongpoints and other enemy concentrations; they can be used against enemy mobility due to the their radiation effects; or they can be used against especially frustrating installations.

Strategically, the Terran player must decide at the start whether to go after the city or the installations. Trying to do both usually leads to accomplishing neither. Once the objective is chosen, everything must be directed toward reaching that objective. It is nearly impossible to change directions once committed; that is why a beam protecting an installation in the distant hills can be so effective. If the MI discovers that they cannot destroy all the installations before the game's end, they must change their objective to the city, and their mission is almost certainly a failure.

It is tempting to suggest that the Terran should carefully count how many troopers can be left behind and still leave him below the 25 casualty limit. Then, toward the end of the game, he can designate a few troopers to remain behind to secure a win by holding the city, or destroying the last installation. If you have read the book *Starship Troopers*, you know that this goes against the spirit of the Mobile Infantry. They would never knowingly leave a comrade behind if they could possibly avoid it. So gang, don't do it.

You now see that Scenario Three is more interesting than it appears at first glance. With the Skinnies trying to trick the Terrans, and the MI doing their best to harm the Humanoids, it is well worth a second look.

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THE ULTIMATE WAS/VITP VARIANT: THE TWO-OCEAN WAR

Few wargamers have the playability, excitement and variant potential that *WAR AT SEA* and *VICTORY IN THE PACIFIC* enjoy. While most wargames concentrate on a specific battle, these games have given the game player vicarious control of major fleets over an extended period of time. Since their introduction, many variants have been offered for these two games. Variants have introduced changes to the ship values, new sea areas to contest or the inclusion of other ships.

Now NMS would like to propose the ultimate variant: the addition of every battleship, battle cruiser, pocket battleship, armored cruiser, predreadnought, fleet carrier, light carrier. heavy cruiser, light cruiser and anti-aircraft cruiser of all the major nations that were available through 1945. We have made the actual fleets available to both sides and based the play around total control of the Axis and the Allied navies.

The first item necessary for such a grandiose variant are game counters for all the new ships. NMS, through The Avalon Hill Game Company, now offers 1"×1" plastic counters for every applicable ship from the light cruiser to the battleship for each belligerent. These counters come color-coded by nationality and include many ships that never actually saw service due to the priorities of the actual conflict, but were in various stages of construction. These include ships like the German heavy cruiser *Lutzow* which was sold to the Russians incomplete, the Japanese aircraft carriers *Ikoma* and *Ibuki* which were almost completed in August 1945, the many Regolo-class fast light cruisers that were under construction when Italy surrendered in 1943; we even included ships like *Vanguard*, the British battleship that was scheduled to be completed in 1944 using the 15-inch turrets taken off the cruisers *Glorious* and *Courageous* when they were converted to aircraft carriers, but was delayed when landing craft became priority construction. Since The Avalon Hill Game Company's versions end in 1945, we have included counters for all those ships commissioned in late 1945. Who knows, maybe you will be able to extend the war into 1946. You'll find counters for the British Glory-class light carriers, the many American Essex-class carriers, more Baltimore-class heavy cruisers, *and* counters for the never-built British *Lion* and U.S. Montana-class battleships for those who wish to add these behemoths to their fleets.

The counters come in die cut sheets ready to snap apart and add to your game. They won't wear out and feature a detailed silhouette of the ship. On each counter you will find the ship's actual designated speed, torpedo tubes, aircraft capacity in the case of the carriers, as well as the ship values for *WAR AT SEA* and *VICTORY IN THE PACIFIC*. We have also included counters for U-boats, submarines, land-based air units, amphibious units and counters for many ships that had major modifications (such as the U.S. Pearl Harbor battleships that were converted to battleship-carriers).

To be able to offer the "ultimate" variant, we have provided counters for the ships of Great Britain,

Australia, New Zealand, the Netherlands, France, Russia, Germany, Greece, Italy, Japan and the United States. To complete the set we have also included the battleships of Turkey, Brazil, Chile and Argentina. At your option, use all the ships in your play—or just use some of them.

Of course, to compliment our new counters, we had to expand the playing area; so, we have developed world sea maps, divided into areas for *WAS* and *VITP*. The naval war was truly a global war with a lot of ocean to control (especially for the Allies with their long and vulnerable lines of supply). Most of the naval engagements during the war were fought by individual or small numbers of opposing ships. To impose this aspect of the war, we have expanded the world's waters to *39* sea areas.

The maps are 21"×23" and each set includes two Atlantic maps and two Pacific maps so that players may assign their ships secretly, thus creating the "fog of war" if they so desire. The maps themselves are made of a unique plastic-impregnated material that is much more durable and stain-resistant than ordinary paper. Each map is printed in three colors for attractiveness and they are shipped in a tube so that they can be mounted without any creases in the material to spoil their look.

With each set of maps we include our rules variant which expands on the existing *WAS/VITP* systems and incorporates all the new ship counters and sea areas. The length of these rules are modest—forty-eight pages—and come complete with a revised order of appearances for all ships. In this booklet, we have included other aspects of the naval war not covered by the basic games: anti-aircraft fires, attack planes and fighters, torpedo attacks and gunfire by cruisers, strategic withdrawals, shore bombardment by battleships, and the island-hopping campaign.

So, there it is, what we think is the ultimate variant for *WAR AT SEA* and *VICTORY IN THE PACIFIC*. You can incorporate every ship available to the combatants or just substitute our counters when playing the basic games. Incorporate only those rules you need or go all out and play *Two-Ocean War* using the greatest navies the world has ever known. Our congratulations to The Avalon Hill Game Company for two of the best naval boardgames ever created; now they have been carried to their ultimate climax.

For the variant counters and maps referred to above, the readers are asked to order direct from:

N.M.S. Games
P.O. Box 5069
San Jose, CA 95150

World War II Ship Counters: $11.50 + $2.00 postage and handling
Maps & Rules *(Two-Ocean War)*: $13.50 + $2.00 postage and handling

The above two items must be ordered separately and will be shipped separately. California residents please add respective sale taxes.

GETTING ASHORE AND STAYING ASHORE

First Turn Allied Strategy in THE LONGEST DAY

By Steve Piotrowski

THE OPPOSING VIEW

By Dan Thompson

Always in search of a unique format for presenting strategy to our readers, I was more than eager to formalize this effort of Messers. Piotrowski and Thompson. In the first of a planned series of articles on our sole "monster game", the authors begin at—where else—the beginning, the Allied invasion. Each is an accomplished veteran of this most complex simulation, and each has distinct views on the approach that should be taken to it. Indeed, it is the opposition of these views that provides the dynamism of the following article. Readers should note that Mr. Piotrowski's comments are printed in black, while Mr. Thompson's opposing views are printed in red.

THE LONGEST DAY is a very special wargame. It is a game that is historically accurate, easy to learn, difficult to master, and most importantly, fun to play! Due to the immense size of the map and the volume of counters, it is a true test of any wargamer's skill and endurance. The Campaign Game is a long struggle for both players but as the name suggests, June 6th is definitely the most important turn. The first turn determines the type of game that will eventually evolve. Of course, the most skillful player will emerge victorious most of the time; however, the Allies can still lose the game on the first turn. With this in mind, let's examine what the Allied player can do to land safely on June 6th.

By way of introduction, I have considerably more to say than Steve. What follows in this article is Steve's detailed strategy for the Allied portion of the June 6 turn of *THE LONGEST DAY*, and my opposing view. Steve's plan is a sound one, but players usually have opposing views of games and plans and tactics. Such is the case here. Steve has worked out a plan of attack using odds and probabilities to insure a successful Allied landing on June 6. That is one way to view and play *THE LONGEST DAY*. Let me explain my own.

As far as rules, game mechanics and even general strategy are concerned, *THE LONGEST DAY* is a very simple game. As Steve has said, it is accurate in its tendency to follow the ebb and flow of the historical campaign. However, the game is also true to the emotions it creates within, and the mental burdens it places upon, the opposing commanders. It is this aspect of *THE LONGEST DAY* which is its real heart and which so fascinates me.

In *THE LONGEST DAY*, no matter what plan is devised and tried, the sheer size of the simulation means that, barring major tactical mistakes *and* bad luck by either side, the game takes on the same general lines every time. *TLD* is not a game where the counters of one side can be maneuvered in expert and precise ways to defeat the opposing counters. For one thing, there are simply too many counters. Too, the opposing forces are fairly evenly matched once you consider the defensive position the German forces are given to work with.

What happens in the game, as far as the emotional and mental factors I mentioned above, is that

because of the large number of counters and the sheer punishment that forces can give and take and still survive and because of the time it takes to *complete* a Campaign Game, the forces a player commands become an extention of the player's thoughts and emotions. The game becomes a contest of minds, a contest of mental endurance. For example, in game terms the loss of German Nebelwerfer brigade to an Allied carpet-bombing attack is an important, but far from critical loss. In terms of the players however, such a loss can throw the German player's concentration off balance and result in decisive Allied gains elsewhere on the mapboard.

The victorious player in *THE LONGEST DAY* will not be the one who defeats his opponent's counters. He will be the one who mentally demolishes his opponent (as Randy Reed hints at in his notes to the game). As the Allied player you must not only continually pound at the German line in unexpected fashion in unexpected places, but also in expected fashion and expected places. Force the German player into believing there is nothing he can do to improve his position. As the German commander you must at times defend and hold at all costs those places your opponent wants most eagerly. For the players the game becomes a battle of endurance to see which can continue to hold out the longest, which side can continue despite the losses, which side can devise new means of attack and defense to prolong the fight, which player can endure the strain in the hope that the other will break off first in frustration or be so concerned about one sector that he will be slow to react somewhere else.

The single greatest mistake a player can make while involved in *TLD* is to cry, "There's nothing I can do to counter that!" For the Allies there is always a strategy or tactic to try. As the Germans, there is always something which can be done to discourage the Allies. Make your opponent believe you are capable of doing what you want to oppose his plans even if you are not. If he comes to believe it you will probably be the victor. Break your opponent mentally and you will easily defeat him on the mapboard.

Having said all that by way of introduction, let us move on to our discussion of the Allied forces on June 6. As far as my own "current" plan is concerned, simply remember to alter accordingly when it is to your psychological advantage. Doing the unexpected and foolhardy in the face of all odds and probabilities, if successful, will be a direct taunt and challenge to your opponent to match the deed. If such a move is unsuccessful, it will probably not affect the eventual outcome of the game. At the very least, it forces your opponent to be alert for such daring jabs in the coming days.

ALLIED AIR DROP

Since the paratroop drop involves only die rolls and no decisions to be made, there is nothing the

Allies can do except roll and hope for the best. In most games, the British 6th Airborne HQ will be eliminated by defensive fire on June 6th, so I recommend not landing the British build-up paratroop units of June 6th.

While there are no decisions to make, there are several points the Allied player should watch for. Remember that if any of the units dropping at Zone A drift and manage to eliminate 1/1261 coastal artillery, then the road is open for the follow-up units to grab the hill near Quineville.

If any of the units at Drop Zone O drift on a six result to La Ham, they will be able to spot for defensive fire over the river to Fresville in an attempt to open the road for June 7 movement.

Depending on where the British 6th Airborne divisional HQ lands, it may be possible to save it. If it rolls a six and lands on the highway one hex northeast of Drop Zone M (for simplicity, north is directly up the hex rows, so for example, the QUEEN GREEN landing box is five hexes directly north of Drop Zone Y), simply interdicting the roads in the area will stop 10/125 from 21 Panzer from reaching the adjacent woods. On any other roll except a four, the HQ may be saved by hitting 10/125 with bombers during the Air/Naval phase in an attempt to disrupt it. No other German units will be able to reach an adjacent hex providing there is adequate air support. If the HQ drifts into the south hex of its drop zone, in the Bois de Bavent, its fate is probably sealed since it would require too much air power to attempt disruption of 10/125 *and* 10/155. But it is always an option.

AIR/NAVAL PHASE

For the Allies here, it's decision making time. The FB units can be used for road or rail interdiction and the MB and LB units can be used for air bombardment or rail interdiction as well. There are a myriad of naval bombardment targets to fire at, and plenty of ammunition to fire with. So then, how should all this fire support be allocated?

AIR INTERDICTION

The Allies should allocate most of their FBs on June 6th towards interdiction. The reason for this is that the German divisions are set up quite sporadically near where they must move to in the ensuing turns. Concentrated interdiction in these areas will disrupt German defensive intentions and may even leave a few key German units out of supply on June 7th. There should be 15 American and 15 British FBs allocated. They should be arranged such that there are eight "two" and six "one" interdiction counters. Suggested allocations are shown in Table One with asterisks denoting particularly nasty spots. Of course, the idea is for interdiction placement to effect as many bridges as possible so that the German units must pay an extra MP to cross as well as increasing the hexes being interdicted to one MP per hex.

RAIL INTERDICTION

The remaining Allied fighter-bomber units (six of them) should be allocated to rail interdiction. The reasoning behind this is the hope of getting at least one cut (66% of the time). The placement of this cut is adjacent to the 722nd Railroad Coastal gun located in the northwest of the Cherbourg peninsula. This inhibits that pesky little gun from taking ''pot-shots'' at the American beaches. Any remaining cuts can be used from entry hexes A through K to help slow the 12SS Panzer Division on June 7th.

I have three distinct allocations of Allied fighter-bombers on June 6. The first two are mandatory. The third should vary from game to game.

First, six British fighter-bombers are detailed to railroad interdiction as per Steve's discussion.

Secondly, there are several locations on the mapboard which *must* be interdicted. These are done with the absolute minimum necessary in order to free as many fighter-bombers as possible for the third mission.

Of primary importance is the road junction one hex south of Epron. A single-hex British interdict goes here, making certain that I/192 Panzergrenadier battalion cannot Mech Move into the 4/1716 Coastal Artillery battery on the Periers hill. Further interdiction at this point is not necessary.

Way down by Thury-Harcourt, interdiction of the III/155 artillery battalion will prohibit that unit from assisting in an attack upon the British 8th Paratroop battalion, landing at Drop Zone K, during German combat of June 6. Single British interdicts the hill at Barbery and the road two hexes north of III/155 start location.

A single British interdiction goes one hex northeast of Drop Zone V in order to prevent the III/744 Infantry battalion from reaching the hill at Robehomme should the Canadian paratroops drift away from the road.

Near Isigny are located two British interdicts, both of them single. One is at Osmanville; the other, one hex northeast of Osmanville on the main highway. This stops the mechanized units of 352 Infantry Division from reaching II/915 and III/726 Infantry battalions . . . or even the highway behind these units. Destruction of III/726 and advancement of American units adjacent to the 10/1716 Coastal Artillery battery is imperative during June 6 Allied combat.

There are also two-hex British interdicts at Les Moitiers and atop the 91 Infantry Division HQ. Intentions here are to keep German units from reaching the road running from St. Jores through Orglandes and onto Valognes.

These are my mandatory interdicts. This leaves the entire American force of fighter-bombers open for use. But for what? Already I can hear objections from Steve over the almost total lack of interdiction in the area of the 21 Panzer Division. Quite simply stated, it is not necessary to interdict the area below Caen. The German Player does not need the units of 21 Panzer to establish his defense of Caen (although admittedly he will probably need some of the mechanized units of the division, notably the nebelwerfers and armor, to help beat off British attacks during June 7) on June 6. As the German

player I welcome Allied interdiction in this sector since it does not affect my defense and it means that there will be a lack of interdiction elsewhere on the mapboard where it could be of more use to the Allies and more of a hindrance to the Germans.

So where do the remaining fighter-bombers deploy? The answer is the area covered by the German 709 Division. Heavy, I repeat, *heavy* interdiction of 709 division will prohibit the establishment of a German defensive line running from the coast at Village-du-Nord or Fontenay and through MKB MARC along the river to Fresville. Short of anything but a disastrous landing on UTAH, units of the American 4th Infantry Division will pass the river line on June 7. The German's fate is sealed if the weather on June 7 permits total interdiction of this area again. Interdiction of the area around Valognes and further west, coupled with the British interdictions at Les Moitiers and atop 91 HQ, also promise the potential of a rapid expansion of the 82 Airborne Division west towards St. Sauveur to be followed by the 90th Infantry Division. Note that there is a single-hex American interdiction located one hex northwest of Baupte, near St. Jores, and a single-hex American interdiction three hexes north of La Haye-du-Puits. See the first illustration for the interdiction of the peninsula.

A secondary area which could be interdicted instead of the 709 divisional area is that of the 352 Infantry Division. This includes single hex interdicts at Balleroy on the highway one hex northwest of la Commune; on the bridge near Formigny; etc. A two-hex interdiction goes one hex north of Campigny. Complete strafing of the road from the positions of the 352 Fusilier battalion to Bayeux and from Bayeux to the bridge near Formigny will cause problems in the set-up of the German defense of Bayeux.

Basically, having interdicted necessary points to achieve direct, tangible results, the remaining fighter-bombers should be primarily used wherever they will irritate the German player the most. If you feel like hitting 21 Panzer, then do so. One area you may want to watch and consider is the British 6th Airborne drop zones. Air support here may greatly assist that division in surviving until the arrival (often late) of help from SWORD.

STRATEGIC INTERDICTION

The American Heavy Bomber units should be placed on the German Strategic track on June 6th (and probably for the next ten days as well). I recommend using two Heavy Bomber units in each of the following boxes: Amiens, Seine River, and Alencon. Some players may want to use three units in Amiens and only one in Seine River. My personal
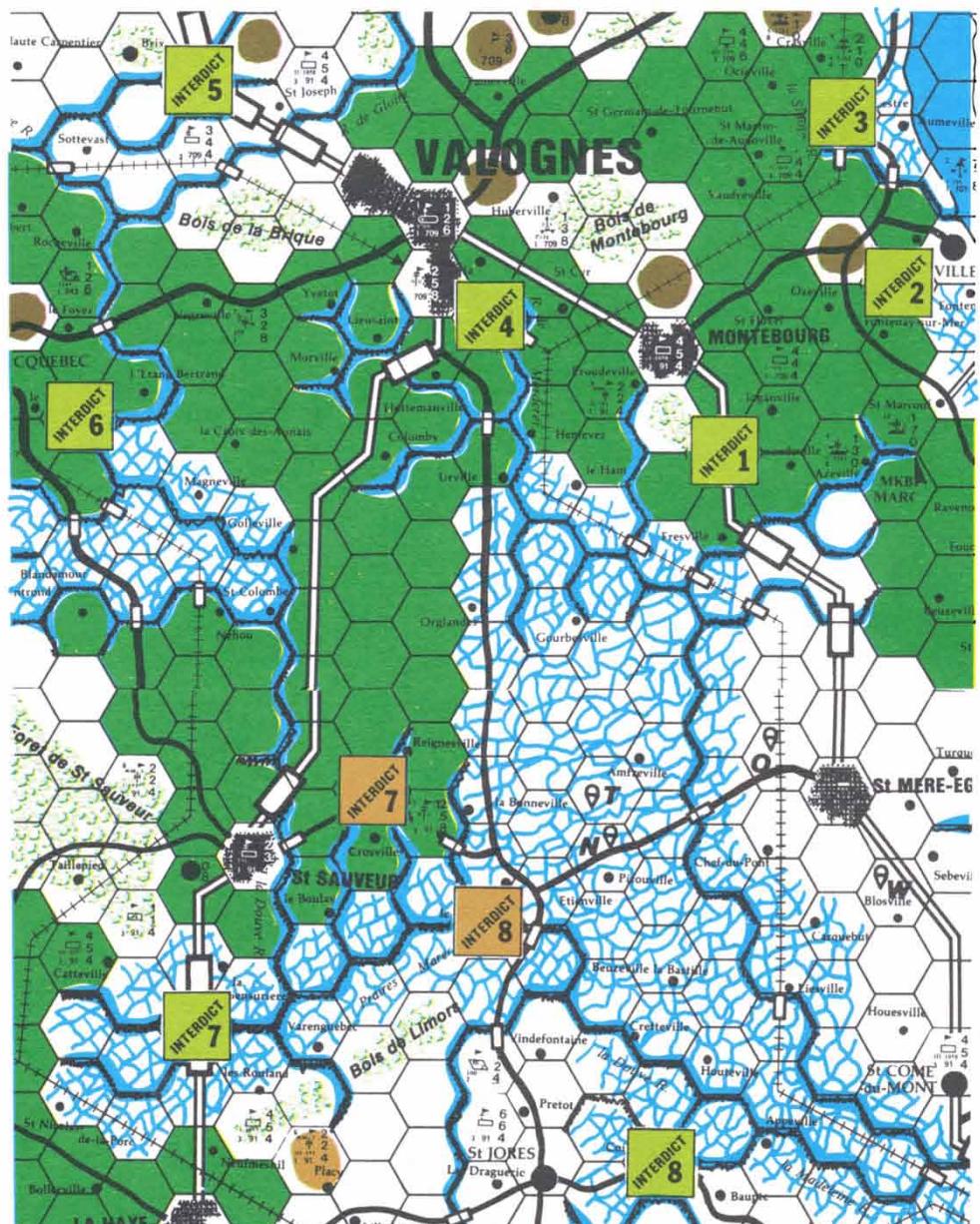
ILLUSTRATION 1: Placement of Air Interdiction Counters.

The green numbers indicate American counters; the red, British. With the exception of the following, all consist of but a single FB unit: US 3—three FBs; US 6—five FBs; BR 7—three FBs; and BR 8—three FBs. Reasons for some of the interdictions are obvious. US interdiction #1 prevents the III/919 Infantry battalion from reaching Fresville; US #3 forces the I/729th to trek cross-country to St. Martin-de-Audoville so as not to be slowed by interdicted bridges on June 7. The US fourth and sixth interdictions, plus the British ones here shown, serve to effectively isolate the landing area of the 82nd Airborne. The US #8 unit keeps the I/6FS Infantry battalion from reaching any place critical around Carentan.

preference is to slow down the 654th and 101st Heavy Tank Battalions.

I agree with Steve (for once) in having two in Amiens and two in Seine River. It is important to try to delay the arrival of the 1SS Panzer armor.

AIR BOMBARDMENT

The use of all American and British medium and light bombers for air bombardment on June 6th is absolutely critical. Air bombardment is the only weapon that the Allies have against the inland German coastal guns on June 6th. Since German coastal artillery fires three times in the first turn, it is in the Allied player's best interest to disrupt as many guns as are necessary to lower the German's chances of hitting the beaches.

The single most devastating naval gun that the Germans have on June 6th is the MKB LONG. With its range of "11" and its positioning between OMAHA and GOLD beaches, it is able to hit 12 out of 19 beach landing boxes. Its effects are especially felt in the built-up phase on GOLD and JUNO beaches after all other guns have been destroyed in the preceding combat phase. It can spoil an otherwise unblemished landing in the build-up phase. Therefore, I recommend the use of 16 air bombardment factors for a 66% chance of disrupting this gun.

I would also recommend using four factors of air bombardment on each of 10/1716 and 2/1260. Coastal gun 9/1716 is not attacked with four factors because it is out of range of FOX GREEN. The purpose of attempting to hit 10/1716 and 2/1260 is the hope of disrupting at least one of them (which will happen 56% of the time). If one of these guns can be disrupted by air bombardment, it will firstly save precious naval bombardment points that would otherwise have to be used to disrupt 8/1716, lowering the bombardment column for UTAH beach. Secondly, if MKB LONG is also disrupted, US units can land at FOX GREEN with only a 17% chance of being hit by coastal guns and, possibly, the whole beach will only be subjected to a "one-in-six" chance of being hit. Table 2 summarizes the cummulative probabilities of each event occuring.

If FOX GREEN is clear of guns in the build-up phase, all build-up units plus HQ's can land with total immunity. Of course, this will only occur 22% of the time, although usually there will only be a 17% chance of being hit—which is not that unfavorable. Another advantage of taking a beachhead at FOX GREEN is that follow-up units landing there can move adjacent to MKB LONG so that it can be hit with naval bombardment on June 7th.

As for the other three air unit factors, I prefer to use them in the following manner: two factors on FOX GREEN for direct attack support and one factor on the 9/1716 coastal gun for air bombardment. There are three reasons for the factors on FOX GREEN. 1) If the DD tanks disrupt themselves (66% of the time—see DD Calamity Table), the two factors raise combat odds to three-to-one. 2) If the beach is hit by coastal fire but the DD tanks survive (5-11% of the time), the two factors raise the combat odds to four-to-one. 3) If both battalions survive, the two factors remove the possibility of taking any combat losses in the beach assault phase (six-to-one with a plus two modifier). The one factor of air bombardment on 9/1716 revises Table Two as found in Table Three.

Although this placement has no bearing on FOX GREEN, it gives the rest of the beach a better chance of survival, something the American player must constantly strive for. Anyone checking these numerical probability analyses should note that I'm assuming that 2/1260 will be destroyed in the combat phase regardless of whether it was disrupted or not.

TABLE ONE: Suggested Spots for Allied Interdiction.

Two Factors/Counter	One Factor/Counter
Moult (9 hexes SE of Caen)	Vieux-Fume (NW of St. Pierre)
*Epron (1 N of Caen)	Pons (4 N of Falaise)
Donville (1 NW of St. Pierre)	Laize-la-ville (6 S of Caen)
*HW/193 set-up hex	3 hexes N of La Haye-du-Puits
Cardonville (2 NE of Isigny)	Bieville (Road H)
*Les Moitiers (4 E of St. Sauver)	Fresville (4 N of St. Mere-Eglise)
*1 hex NE of St. Jores	
2 hexes NW of Quineville (E of Valognes)	

TABLE TWO: Probabilities that German Player Will Distrupt OMAHA beach landings.

	Assault & Follow-up Phases		Build-up Phase	
	DOG GREEN to EASY RED	FOX GREEN	DOG GREEN to EASY RED	FOX GREEN
No Shot	0%	7%	0%	22%
"6" Shot	7%	33%	44%	56%
"5-6" Shot	93%	60%	56%	22%

TABLE THREE: Revised Probabilities for German Shots on OMAHA Beach.

	Assault & Follow-up Phases		Build-up Phase	
	DOG GREEN to EASY RED	FOX GREEN	DOG GREEN to EASY RED	FOX GREEN
No Shot	1%	7%	4%	22%
"6" Shot	12%	33%	28%	56%
"5-6" Shot	87%	60%	68%	22%

TABLE FOUR: Coastal Forts and ZOCs

Beach Landing Box	ZOC Prevents Landing
QUEEN GREEN	QUEEN RED
NAN GREEN	MIKE RED
MIKE GREEN	MIKE RED
KING GREEN	La Riviere
KING RED	JIG GREEN and ITEM GREEN
FOX GREEN	EASY RED
EASY RED	EASY GREEN
EASY GREEN	DOG RED
DOG RED	DOG GREEN

TABLE FIVE: Bombardment Allocation Groups

Group#	Bombardment Factors			Totals
	DD	CA	BB	
Br. 1	26		5	31
2	26		5	31
3	2	24	5	31
4		32		32
5	12	4		16
6		16		16
7		4		4
8	2			2
US. 1	26		5	31
2	6	18		24
3	4			4
4	2			2

TABLE SIX: Expected Allied Casualties to German Coastal Artillery.

	UTAH	OMAHA	GOLD	JUNO	SWORD	Totals
Assault Wave Casualties	1	2	1	1	1	6
Beachheads expected	2	3	4	4	2	15

ILLUSTRATION 2: British Positions on GOLD After Combat.

All in all, a very clean landing at GOLD Beach admittedly, but not unusual. KING RED was hit by coastal artillery fire. The 4/7/8 Tank battalion and 5th EYR Infantry took losses while attacking the strongpoint at La Riviere (the AVRE was not affected). The Canadian CSR at Columbiers-sur-Seulles took a step loss in combat with the German II/726th Infantry battalion, which retreated two hexes to its present location even as the other Canadian unit involved, RWR at Creully, advanced into the vacant hex. The MIKE RED landing box was also fired upon during the run-in. About what one could expect given Dan's usual actions.

Some players may argue that some factors should be placed on ITEM GREEN to increase combat odds there. As far as I'm concerned, American beachheads are much more important than the British beachheads. Therefore, as much support as possible should be given to the Americans. Losing one or two beachheads on GOLD is no great loss. Most of the time, the British don't even use their entire beach landing capacity. There is still a fairly good chance that the 47 RM will get the beachhead anyway (50% undisrupted, 66% if disrupted).

I also don't like using air factors at DOG GREEN so that the Rangers can land at POINTE-DU-HOC. There is no beachhead to be gained and the risks involved far outweigh any benefits of "spreading out the attack".

Four British factors assist ITEM GREEN. While it is true that the British often do not use their full beach capacity, ITEM GREEN is a critical point. Successful landing at ITEM GREEN and the rest of GOLD beach on June 6th is the most important British effort. I shall elaborate later, suffice for now that four air factors are needed in support as well as disruption of the strongpoint by naval gun fire.

The remaining four British factors can either attempt disruption of 10/125 Nebelwerfer as discussed above, or join in on the bombardment of MKB LONG. Silencing of this gun *is* imperative. I use the four remaining British factors plus six American factors. Sixteen factors is far too heavy a commitment, even accepting the very critical nature of MKB LONG.

In support of FOX GREEN: two American factors. Steve has fully discussed this.

In support of DOG GREEN: eight American factors. These take the place of the Rangers who are landing at POINTE-DU-HOC (to be discussed later). While three-to-one is not the best odds, further air support is just not possible. The American commander can only hope for the best (or at the very least, not the worst).

One factor against each of 10/1716, 2/1260 and 9/1716. Basically this is simply to give you an opportunity to roll the die against each. I should explain that I have little faith in or use for probability and statistics (unlike Steve) and firmly believe in depending upon luck (at times). Despite the odds and probabilities, if you are successful simply because of luck it has a very definite psychological effect upon your opponent. Should I happen to roll three hits against the guns (as I have done once on one glorious occasion), my German opponent's mental defense will most assuredly drop a point or two. If I hit none, there is always the hope that the German coastal artillery fire will be just as ineffective.

You may also consider the idea of bombarding the coastal stongpoint in Arromanches. Successful disruption of this unit allows British tanks and commandos to reach MKB LONG and thus attempt to destroy it before it has the opportunity to fire on the American and British beaches should the air bombardment have missed it. I would probably use the following revised bombardment deployment: 1) against ITEM GREEN, two British factors; 2) against MKB LONG, six British and four American factors; 3) against FOX GREEN, nothing; 4) against Arromanches, four American factors; 5) one each on the three coastal artillery batteries.
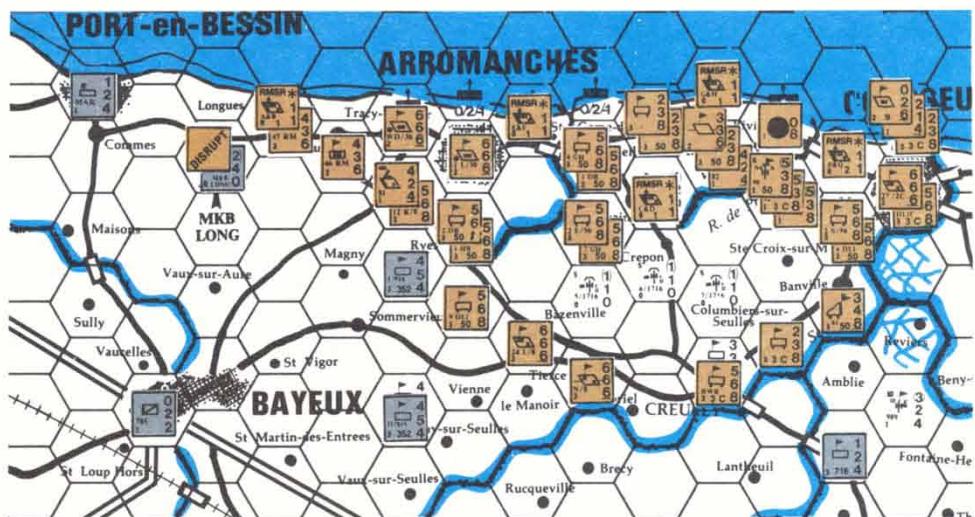
NAVAL BOMBARDMENT

Naval gunfire should be used as a sort of "safety valve." Its uses are to disrupt coastal defence forts and any coastal guns that happen to be on the coast. The main purpose of disrupting the forts lies in negating their zone of control; and it also adds +1 to the combat die roll. Many beaches will be unable to function as beachheads unless adjacent forts are neutralized by naval gunfire. This is the prime reason that OMAHA beach can become such a "sticky wicket". Table 4 highlights forts that are in such a position.

These forts in the second column must either be disrupted or attacked and eliminated by assault landing units before the units landing at beaches in the first column can come ashore.

Trying not to rely too heavily on luck should persuade the Allies to use most of their naval fire in groups of 31 or 32 factors in order to get automatic disruptions. Suggested fire groups are shown in Table Five.

I recommend using all British and American rockets first before using normal naval gunfire. The rocket's purpose are to try to disrupt a couple of imperative targets by luck rather than by using an automatic on it.

If all air bombardment fails, then one coastal gun that can hit UTAH beach must be disrupted in order to reduce the bombardment table by one column. If the American rockets are successful, some secondary U.S. targets may be fired upon. Secondary targets in descending priority are: EASY GREEN, FOX GREEN, I/101 Nebelwerfer, or anything else on the coast that looks ripe for being disrupted.

Mostly according to Steve's flowchart, but don't count on using British naval factors in the American sector. Instead of the 8/1716 coastal artillery battery, hit the strongpoint at JIG RED. Another important secondary target in the British sector is the II/744 Infantry battalion in Cabourg. Taking into account the interdiction of III/744, disruption of this unit will keep the hill at Robehomme free of German units (depending upon the extent of the British drift). You may also consider striking the I/736 battalion sitting in Oustreham to prevent its escaping from or interfering with the development of SWORD beach.

Whether the single American automatic hit should be against EASY RED or DOG GREEN is debatable, but I prefer to nail DOG GREEN. Since the Rangers land at POINTE-DU-HOC, the number one secondary target becomes the strongpoint at that place. Other important secondary targets are the I/1261 Coastal artillery and the 795 Ost battalion. Disruption of both helps to insure the rapid expansion of the beachhead by giving the attackers of 1/1261 a +1 modifier in addition to any

others, while disruption of the Ost battalion prevents it from blocking the road north to MKB MARC. If the Ost battalion is not disrupted by naval guns, it should probably be hit in the combat phase by tanks and infantry (providing they are available) at the expense of attacking the lone artillery battalion from 709 division.

BEACH ASSAULT PHASE
BEACH ASSAULT PLACEMENT

I have to discuss the American Rangers landing at POINTE-DU-HOC. There are two reasons for the landing. One, if successful, the Rangers will be in position to move and attack the 9/1716 Coastal artillery during the Allied combat of June 6. They will no doubt draw heavy German defensive fire in the process, but this should be welcomed in that it means less fire against the more important attack on the III/726 Infantry battalion. If forced to retreat, the Rangers will end up blocking the main highway. The early elimination of the coastal strongpoint and the coastal artillery gun opens up OMAHA for a push towards Isigny which the Germans will find hard to stop. Failure to remove the strongpoint on June 6 bogs down the advance from the beach by at lease one day. Secondly, I land the Rangers at POINTE-DU-HOC because of the fact that Steve and many others think it wiser to do otherwise. A foolish but successful attack like this (and it is not really all that foolish) is useful in the mental war of *THE LONGEST DAY*. If successful, it gives the Americans the initiative on OMAHA, whereas the survival of the strongpoint allows the German player the luxury of a defensive line behind the river for one day—one very important full day. Luxury is something you cannot allow the other player to experience at your expense. Always keep him racking his brains for a way to survive.

GERMAN COASTAL ARTILLERY FIRE PHASE

Using my air bombardment-orientated strategy, the Allied player relies much less on the German player's luck for his units to land safely. All the Allied player can do now is to wait for the German player to roll the die. Expect the casualties shown in Table Six. Anything less is a blessing.

I have seen from zero to ten beachheads disrupted in the assault wave, so Table Six is only a very average result and anything is possible!

As Steve says, anything less is a blessing.

FOLLOW-UP PHASE AND COMBAT

In the follow-up phase, all follow-up units except HQs should be brought in on all beaches except SWORD and possibly OMAHA. (Remember: HQ units do not count towards rule V.C.5.a.) On

SWORD beach, I recommend sending in all the commandos, the DD armor, and all of the infantry battalions from the 3rd Infantry. On OMAHA, if there is no German shot on FOX GREEN, all follow-up units should enter there. If all beachheads still can be fired upon, do not land the good artillery units for they are too precious to lose to coastal artillery on the beaches. All follow-up units should be moved as far inland as possible to leave space for the incoming units in the building-up phase. This is especially difficult on GOLD beach.

Most combat targets are quite obvious on June 6th. Be sure to eliminate as many coastal guns as possible. Try to push towards 10/1716 on OMAHA and MKB LONG. Destroy it if possible on June 6th.

On GOLD beach, don't advance onto the road going south from Asnelles-sur-Mer after combat because tanks from the 7th Armoured should go there in the build-up phase.

On SWORD send in all independent units, half the infantry battalions of the British 3rd Infantry, two artillery battalions from the division and all units of 6th Airborne. The reason for risking the two artillery battalions is to either support elements of 6th Airborne in attacking 2/1255 Coastal Artillery battery or to have a five-to-one defensive fire shot (−1 modifier) against that gun.

JUNO: no set pattern, but keep the artillery away from enemy units so it is not defensive fired by 989 Artillery battalion and its friends.

On GOLD beach, the 46RM lands at ITEM GREEN. Meanwhile, the WD30 Crab battalion moves to the beach connected to ITEM GREEN. The 1L30 Crab battalion from JUNO beach moves to the beach connected to JIG RED. Objectives here are to hit Tracy-sur-Mer with a six-to-one attack (+3 modifier at least), advance the Crab battalion into the hex and advance the RM battalions and the RMSR adjacent to the MKB LONG (leaving one unit in between to form a continuous line).

The stronpoint in Arromanches must also be hit and the 1L30 Crab allows other units to advance through. An alternative target for the units involved in this combat is the I/916 Infantry battalion from 352 Division. It should prove easy to, at the very least, remnantize this unit if not completely eliminate it. Also, if it is impossible to attack Tracy-sur-Mer (due to the assault unit being hit by coastal artillery fire), then a successful attack of I/916 at six-to-one odds or better should result in an advance adjacent to MKB LONG. See Illustration 2 for positions on GOLD beach after Allied combat of June 6.

On the American beaches, all units except HQs land, regardless of the number of beachheads or active coastal artillery batteries. If losses are heavy, there are back-up divisions coming. If successful, the German player has his hands full. The 4 Infantry Division takes Carentan on June 6, but moves north on June 7. Its place will be taken by 101st Airborne. The 90 Infantry Division will drive west to line up with 82 Airborne and push for St. Sauveur.

BUILD-UP PHASE AND DEFENSIVE FIRE PHASE

On UTAH, bring in everything except HQs and the artillery. Response on OMAHA depends on the coastal gun situation. If it's clear, send it all in.

On GOLD and JUNO, hopefully the MKB LONG is disrupted or eliminated so that the entire 7th Armoured and 51st Infantry should enter. Make sure to leave room for HQs and artillery. Avoid landing at NAN GREEN or NAN RED, both of which may still be fired upon by 4/1716. There are no build-up units to be landed at SWORD.

All British 6th Airborne units land regardless of the fate of the divisional HQ. Their primary task is to inhibit German movement and draw enemy forces into that area, forces which could be used more effectively west of Caen. The 711 Infantry Division by itself is incapable of rapid destruction of the Airborne units even if they are out of supply due to the loss of the HQ.

All other British build-up units land. If the MKB LONG is still speaking, you may ponder about your HQs, but their absence at the beginning of June 7 movement will be sorely felt. The threat of deep and rapid movement of units of the British Desert Rats is *the* most perilous threat the German commander must face on June 7 (and he must take it into account during his June 6 movement as well).

On OMAHA all build-up units go in. Likewise on UTAH. The decision whether or not to send in the 90th divisional HQ is a tough one to make; while I tend to leave it off until June 7, I usually want to send it in. The possibility of rapid movement by that division on June 7 towards St. Sauveur is very tempting.

Defensive fire on 2/1255 if it is still in existence and it is possible to do so. Any German units on the road one hex southeast of Creully *must* be removed from there. Ignore, on OMAHA, the 10/1716 Coastal Artillery position since it can be silenced by naval guns on June 7 (unless you have no other targets). On UTAH, watch for opportunities which will allow advances on June 7, such as against Fresville, on the I/919 Infantry battalion wherever it might be, or, if enough artillery is present, hit MKB MARC (these last two depend upon whether or not 1/1261 was removed by paratroopers). If the 100th Armor battalion actually tries to attack, obliterate it.

CONCLUSION

Generally, my appoach to the Allied landings is a cautious one. I would rather play a cautious June 6th turn on route to eventual victory than risk the entire game by trying to get a "jump" on the Germans in the first turn. A carefully well-played game by the Allies should result in a victory—just as the outcome was historically.

In my opinion, *THE LONGEST DAY* is the best wargame that exists and I thoroughly recommend all experienced wargamers give the Campaign Game a try. I think you'll be hooked on this game just as I am.

The vast number of die rolls during the June 6 turn of *THE LONGEST DAY* should ensure that no game will be quite like any other. Because of the length of the game and the number of counters, minor variations and fluctuations in the Allied landing should not affect the course of the game. The only real advantage to be gained by either side is the psychological one over your opponent. Outfox or outmaneuver him at one place and you have the upper hand (at least until he does something just as cunning). Neither side should welcome a disastrous Allied landing or an unscathed one. A middle ground result will set a pace of equal struggle for both sides. In actuality, June 6, while definitely the most tense and exciting turn of the game, is far from the most important. *That* turn will come late in the game when the nerves and will to continue the struggle of one side breaks. The challenge is to recognize that point and exploit it (and to pass beyond that point yourself without breaking). Enjoy.

Those wishing to take up any of the points discussed above, or with comments on other aspects of the game are most welcome to contact either of us: Steve Piotrowski, 22 Merner Avenue, Kitchener Ontario, Canada N2H 1X2; or Dan Thompson, Limerick Road, Cambridge-P Ontario, Canada N3H 4R6. We hope that our respective views will have stirred some reflection on the opening moves and look forward to hearing from the readers. ☆

SO THAT'S WHAT YOU'VE BEEN PLAYING

			Rank	Times	
Rank: Title	**Pub**		**Last Time**	**On List**	**Freq. Ratio**
1. Up Front	AH		10	4	9.2
2. B-17	AH		6	5	3.6
3. G.I.	AH		9	12	3.3
4. Squad Leader	AH		1	22	3.1
5. Third Reich	AH		4	22	2.7
6. Civilization	AH		12	3	2.4
7. Russian Campaign	AH		3	22	2.2
8. Storm Over Arnhem	AH		—	1	2.0
9. Ambush	VG		—	1	1.8
10. Cross of Iron	AH		8	22	1.7
11. Crescendo of Doom	AH		—	1	1.6
12. WS&IM	AH		14	7	1.6
13. Air Force	AH		5	2	1.4
14. FlatTop	AH		2	3	1.3
15. Diplomacy	AH		7	2	1.2
16. Panzerblitz	AH		13	5	1.2
17. PG Guderian	AH		—	1	1.1
18. VITP	AH		15	8	1.1
19. Bulge '81	AH		19	2	1.0
20. Guns of August	AH		16	2	1.0

Titles Listed 115 **Total Responses: 442**

The appearance of another Victory Game release—this time, Ambush—on our listing of reader preferences seems to establish a trend. Elsewhere, *UP FRONT* dominates the polling this issue in convincing form, having one of the highest "Frequency Ratios" to date. The unique nature of the game and its spreading reputation surely contributed to this. Just as surely, the recent issue of The GENERAL and the release of the gamette *BANZAI* also played a role. Indeed, a number of newer games in Avalon Hill's stable have pulled their way onto the list, and look to be there to stay. Besides *AMBUSH, PANZERGRUPPE GUDERIAN* comes to our attention for the first time, while *STORM OVER ARNHEM* and *CRESCENDO OF DOOM* return to the elite. Not unexpectedly given the subject of each, *FREDERICK THE GREAT, BULL RUN, CIVIL WAR* and *Empires in Arms* all drop from the lofty heights of the "Top Twenty".

DIEPPE: CANADIANS UNDER FIRE
PANZER LEADER Scenario
By Mark L. Shannon

"Too large to be a symbol, too small to be a success." What else would you call an amphibious assault involving over 5000 infantrymen and a regiment of tanks? Whatever historians may call it, the operation was to be one of the bloodiest repulses of Allied forces in World War 2.

The reasons behind the attack are rather difficult to comprehend at this date. But early in 1942, the Kriegsmarine was able to send home two battle-cruisers and a heavy cruiser from France through the English Channel with little damage; it was a severe blow to British pride and morale. Soon after this, the German offensive in Soviet Russia once again picked up momentum and drove on toward Stalingrad; Leningrad was on the verge of surrender. Stalin demanded a show of solidarity from his Western Allies, preferably in the form of a second front. But America and Britain had recently committed themselves to landings in North Africa and simply could not devote their still meager forces to such an undertaking as the invasion of Europe.

Fully aware that some attempt to soothe Stalin should be made, English planners thought to try a larger version of their heretofore successful commando raids along the French coast. Two plans were proposed—a flanking attack using surprise as its key element and a frontal assault with a major bombardment to silence opposition. Either were aimed at taking one of the small port towns on the French Channel coastline. After lengthy deliberations and bitter argument, Dieppe was chosen as the target. With the target determined, it was decided that the flank attack could not work due to the nature of the coastline there—almost vertical cliffs except at Dieppe itself. Too, Allied Intelligence advised that the bridges leading into the town could not support the new Churchill tanks (to be first combat tested in the raid). Montgomery and Mountbatten, the chief planners, were forced to accept the frontal assault plan, provisional upon a massive preliminary bombardment from sea and air.

The only forces available in the British Isles at the time were the untried troops of the Canadian Army, the similarly untested American Rangers and 82nd Airborne, and various veteran commando units. It was decided that the 3rd and 4th Commandos, with a small force of U.S. Rangers, would take the German naval guns flanking the port. The airborne troops were to be dropped to seal off Dieppe from reinforcements. The Canadian 2nd Division was given the main chore—the capture of the town itself—and were to be supported by a regiment of tanks.

Problems first arose with the naval support promised. Sir Dudley Pound refused to risk either a battleship or cruiser in the Channel within range of

Luftwaffe airfields. Then the next blow fell when "Bomber" Harris refused to lend his heavies because they could not be spared from the nightly raids on Germany. But Leigh-Mallory promised to supply close support with Hurricane fighter-bombers, and so the plan was allowed to mature.

In practice landings on the southern coast of England, it was found that the naval landing crews were unable to keep to the schedule or the exacting placement that was required, but this was blamed on the stronger tides. Too, the "dry runs" revealed that any mistake in the complex landing scheme would spread, causing high casualties. The operation was set for the week of July 4-9. Suddenly the weather in the Channel deteriorated such that the airborne troops could not be sent in. The operation was cancelled.

But, in the meantime, Tobruk fell to the Afrika Korps. Convoy PQ17 to Russia was attacked and almost completely destroyed. Stalin's demands for a concrete show of Allied support grew shriller. Political necessity for the operation grew. But unease held the British planners. Montgomery stated that the attack should be "off for all time" and left to take up his new command in North Africa.

Yet the politics, and the pressures of the alliance, decreed that the attack be resurrected. Churchill ordered it to take place as soon as feasible. This time there would be no paratroop landings, but otherwise the assault would take place as planned. The soldiers themselves were not told of the upcoming show and were kept in their normal training routines.

Finally, on August 17, the Canadians were put on alert and boarded their transports. There their officers found out that they were to carry out the attack that had been previously cancelled. The invasion force sailed on the evening of the 18th; so did a small German coastal convoy bound for Dieppe. Invariably, the invasion force and the convoy met and surprise was lost on the left flank where the 3rd Commando was to attack the guns at Berneval and the Royal Canadian Regiment was to land at Puits to attack the guns on the eastern headland overlooking the Dieppe beaches. The Germans had made Dieppe into an independent strongpoint, with all-round defences heavily guarded with barbed wire and pillboxes. Machineguns and artillery were set in concrete emplacements and in caves in the cliff face.

The landings began with the assaults on the flanks. On the left, where the vital element of surprise had been lost, the forces wading ashore were massacred. The Royal Regiment lost nearly 500 men. At Berneval, the commandoes were pinned down on the beaches, except for twenty men under

a young major. These were able to circle behind the battery and distracted the Germans for the important hours of the assault. On the right, the commando attacks were all successful, but to little avail. For the German defenders were in full readiness and reacted with courage and conviction.

At Dieppe the main landings were thrown into total confusion. Most of the troops were landed, as well as the 29 tanks (including three Churchill flamethrowers. However, many were out of position, and all sense of formation and purpose had been lost. Allied information was now shown insufficient, and it was found that numerous well-sited MG posts raked the sands. Dozens of men died on the beach; most of the rest were pinned down. The tanks, it was found, could not cross the seawall separating them from the town. Following troops balked when faced with the massive firepower sweeping the beachhead and had to be forced from their craft at gunpoint.

At this point, communications with the commanders at sea had broken down completely. One radio set had been smashed by a tank and the others lost, the operators dead or wounded. Only one radio still functioned on the beaches, and that was in an immobilized scout car. Any chance of reacting to the mounting disaster was hopeless without coordination. In desperation, the reserves were shortly committed. But their landing was badly off target; in effect, they assaulted a new beach and were in turn decimated.

After four hours, the order for withdrawal was issued. The massacre continued as machineguns and snipers, mortars and artillery cut down the men running from the beaches. Some could not or would not leave the cover of the seawall. Acts of bravery were rife in the ad-hoc rearguards that sacrificed themselves to allow the others to be picked from the water. Soon the surrenders began.

Of 4963 Canadians involved, 3367 were killed, captured or wounded. In the other Allied formations engaged, the proportions were smaller, but still high. Overhead, the greatest air battle to date raged over the French shore as the Luftwaffe rose to turn back the British fighter-bombers. In the end, Allied ground casualties were a shocking 68% of those in action. Almost three Canadian battalions had been hurled against one German company. They had been butchered. The raid's true value—tarnished as it might be—was not seen until June 6, 1944, when a much better defended position was assaulted from the sea. Dieppe had been a costly lesson, but one that, to their credit, the Allies learned.

☆

SITUATION 41
DIEPPE FRANCE

August 19, 1942: At 0520, over 4000 Canadians of the 2nd Division landed on the beaches of the coastal town of Dieppe. They were to take the port, bring back examples of the new German 20mm-quad anti-aircraft gun, destroy a torpedo dump and the docks, demolish a nearby airfield, and seize a coastal radar station for quick analysis by accompanying scientists. The raid was timed to last until the tide—four hours later. The Canadians were met by elements of the 302nd German Infantry Division. Within reaction distance was the refitting 10th Panzer Division (who did not reach the battle in time).

MAPBOARD ORIENTATION

NORTH

ALLIED

GERMAN   GROUP A

GROUP B

SET-UP

GERMAN: Set up first, Group A anywhere on Board B. (Group B, if committed, will enter from any road on the south of east edge of Board C.)

ALLIED: Set up second, as per the Amphibious Assault Rules (Section XI.)

VICTORY CONDITIONS

Victory is determined through the use of points, awarded as follows:

Allied — 10 pts. for each German combat unit (not fortifications) destroyed

5 pts. for each British unit evacuated from the board after Turn 17

30 pts. for each of the following:

  Eliminate the cavern in B-E7 (bridge demolition rules)
  Eliminate the radar site in Fratelle (bridge demolition rules)
  Eliminate the airfield in Wiln (bridge demolition rules)
  Clear Dieppe of enemy units by the beginning of turn 16.

5 pts. for each German unit of Group B committed to the game.

German — 5 pts. for each British infantry unit destroyed
10 pts. for each British non-infantry unit destroyed
15 pts. for each British unit left onboard at the conclusion of play

Marginal Allied Victory: score more points than the German
Tactical Allied Victory: score twice as many points as the German
Decisive Allied Victory: score thrice as many points as the German

Marginal German Victory: avoid Decisive Allied Victory
Tactical German Victory: avoid Tactical Allied Victory
Decisive German Victory: avoid marginal Allied Victory

TURN RECORD TRACK

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	

SPECIAL RULES

1. The board will be modified slightly to depict the coastline from the eastern headland of Dieppe to Pourville. The already existing terrain will be used, but some of them take on special features:

Dieppe is defined as the hilltop hexes on Board B between rows B-I and B-O, inclusive (i.e., B-I7, B-I6, B-I5, B-J5, B-K5, B-L5, B-M4, B-N5, B-N6 and B-O6) plus the town of Rieux. Ignore the slope markings adjacent to these hexes.

Cliffs, in addition to those represented on Board B, include all hill-slope hexsides of all hilltop hexes on Board B between rows B-A and B-E inclusive, and between B-R and B-W inclusive. Slopes in hexes east of hexrow X exclusive do not exist.

2. A *Cavern* is located on hex B-E7. This represents the torpedo dump, and may be destroyed using the procedure for destruction of bridges. When destroyed, all units in the hex are also eliminated. The German player may not voluntarily destroy the cavern. Maximum stacking in the cavern is two units. Units in the cavern are separate from those on the hilltop. Fortifications may not be placed in the hex. Units in the cavern may not be attacked by indirect fire. Finally, the cavern opens only to the west (hexside E7-F8); all attacks on or by the cavern occupants must cross this hexside.

3. British fighter-bomber units represent Hurricane IIBs. These are armed with bombs and cannon, so Typhoon values are used. However, the fighter-bombers may make attacks only prior to landing troops and during withdrawal (Turns 17-20). Use during any other game turn is not allowed.

4. The Allied player may delay his landing for up to five game turns. However, the game is not lengthened in any manner by his decision.

5. Amphibious Assault rules (Section XI) are used in this scenario with the following additions:

As each Canadian units attempts to land, a die is rolled:

  1-3: Unit lands normally.
  4-5: Unit lands dispersed.
  6: Unit does not land. (It is not counted for VC determination.)

If the unit lands dispersed, a further die roll is made:

  1-2: Unit lands dispersed in intended hex.
  3-4: Unit lands dispersed two hexes EAST of intended hex.
  5-6: Unit lands dispersed two hexes WEST of intended hex.

This application is in addition to any results of German fire. Thus units suffering a Special Dispersal could be eliminated if dispersed in landing, and counts for VC determination.

6. If a British tank is dispersed by German fire (direct or indirect), it is considered immobilized for the remainder of the scenario. It retains its ability to make fire attacks. Mark such immobilized units in some convenient fashion. They may not be evacuated.

7. During turns 17-20, the British player may evacuate his forces from the beaches. To accomplish this, each unit must move to a beach/sea hex. If it has expended one-half or less (rounded up) of its movement, it may be immediately removed from the mapboard. These evacuated units are not considered eliminated; mark the VC point value for later reference.

8. At any point following Turn 10, the German player may commit any units of Group B to the game.

CONTEST #121

North

Draw

Discard
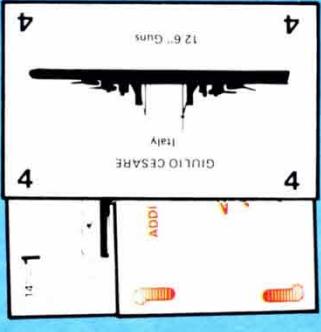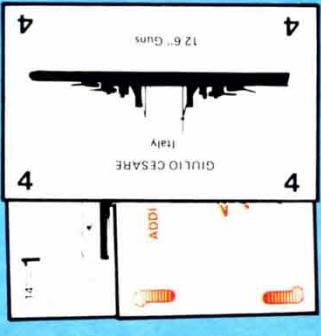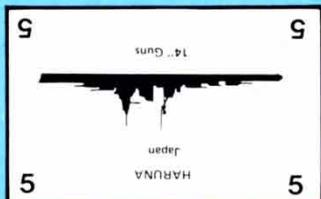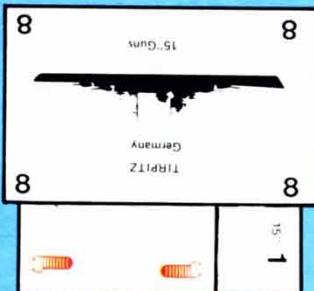
It is the fourth round of a close four-player game of *NAVAL WAR*. You are playing in the position of South. At the conclusion of the third round of play, the score stood at: South—78 victory points, West—81 points, North—81 points, East—75 points. In the current round, both East and West have been eliminated. At this point in the play, each player has the following ships in his *Deep Six* pile:

South	West	North	East
Graf Spee	Fuso	Yamato	Texas
Revenge	Ise	Repulse	Ark Royal
Iowa	Hyuga	West Virginia	Caio Duilio
Gneisinau	Washington		Pennsylvania
Lutzow	South Dakota		Nagato
			Akagi

South just lost the West Virginia to additional damage. It is the South's turn to play, and only three cards remain in the Draw Pile. Although not given to card-counting, you do know that both *Submarine*, both *Torpedo Boat* and the *Minefield* cards have all passed by. Given the situation illustrated, can you predict the winner in your game? Who? What card, if allowed to play from your hand, is most beneficial to *your* chances?

ADDITIONAL DAMAGE
Add two hits to any salvo card

S SMOKE S
Only submarines and additional hits may be played
S S

MINEFIELD
One hit on every ship in fleet

MISSOURI
United States
16" Guns

RODNEY
Great Britain
16" Guns

MISSISSIPPI
United States
14" Guns

SALVO

SALVO
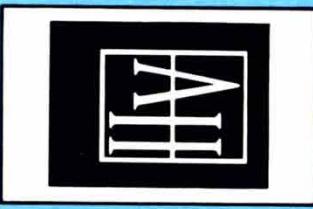
Remove one salvo card
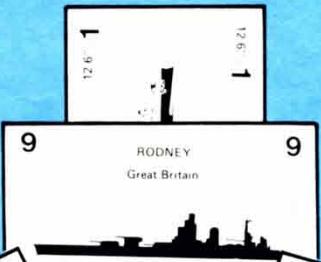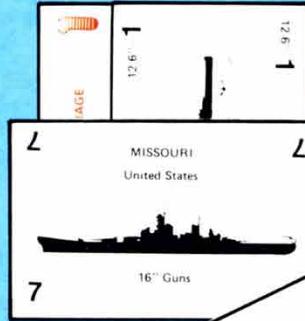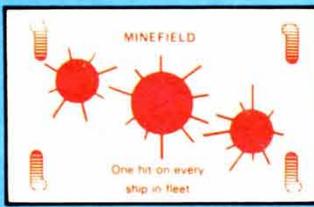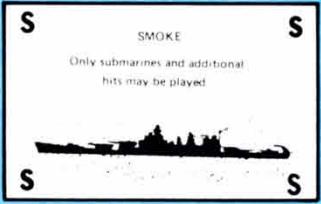
South

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue of The *GENERAL* and include a numerical rating for the issue as a whole, as well as listing the three best articles. Sorry, only one entry to a contest from each subscriber will be accepted; entries subsequent to the first will be discarded. The solution to Contest #121 will appear in Vol. 21, No. 4 and a listing of winners in Vol. 21, No. 5 of The *GENERAL*.

Letters to the Editor ...
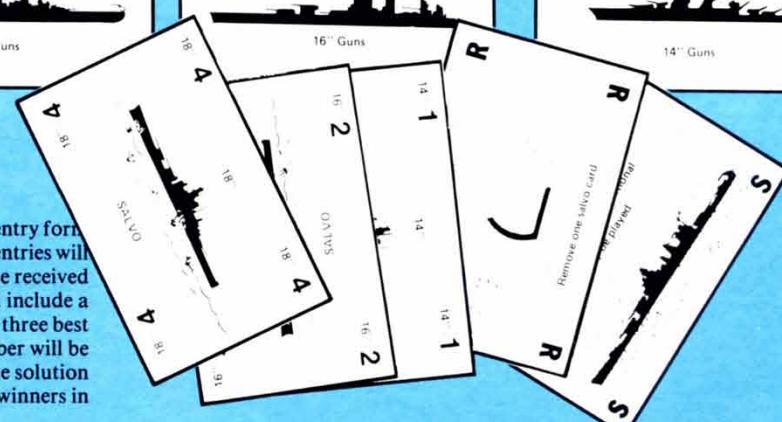
Dear Rex:

"Once again, with heavy heart, I take pen in hand to note that . . ." But seriously, Vol. 21, No. 1 was an excellent issue. The *UP FRONT* articles persuaded me to buy a game I had not even considered purchasing. The *D-DAY* article, while thin on specifics, was a welcome sign that Avalon Hill remembers that there are other games in its line besides the latest sensation, *SL, PB, 3R* and *TRC*.

Ah yes, *TRC*. The article by Mr. Harmon was a complete waste of four pages. Evidently he interprets Rules 15.2 and 15.3 differently from any other player I have ever dealt with. For example, he believes (as I read the article) that one Stuka can be used against hex F20 and hex I20 simultaneously by calling an attack all along a front "one battle". As AHIKS specialist for THE RUSSIAN CAMPAIGN (ruling on disagreements about rules interpretations), I would like the matter clarified. This is the second time a truly ridiculous error has appeared in a *TRC* article (the other was before your time). Don't you have someone who knows the game and could read the articles?

Finally, if Mr. Harmon would take the bait, I'd challenge him to a *TRC* Series Replay with him using his Crimea Defense and myself in the role of the Axis. Either the Campaign Game or the Tournament Scenario would suffice.

Bill Salvatore
Falls Church, Virginia

★★★★★

Dear Rex:

So someone alleges that a Stuka can't be used in more than one *TRC* hex (i.e., he saw Stukas in clear hexes). It seems to me that the *TRC* rules do hold that: a *TRC* attack can involve more than one defending hex, as long as *all* units involved are in mutually-adjacent hexes; and second, that a Stuka is applied *to the attack*. The only limitations that I can find in the rules are that it must be a single declared attack and within the set range from the HQ unit.

The Stuka attacks in the illustrations broke down thus:

Diagram 1: The Stuka attacks on the Collapsible both involve battles against two defending hexes. The 5th and 6th Tank Corps were the victims of a single 7-1 attack, plus Stuka. So were the 3rd and 10th Armies, at 4-1 (upped to 7-1 with Stuka).

Diagram 2: Two attacks against four defending hexes each. The four Baltic Military District units were subject to a single, mass 2-1 attack, legal under the rules. 5-1 with Stuka. The northern four Western Military District units got the same treatment at 4-1 (7-1 with Stuka); again one *attack*. The attack on Brest was a normal 3-1, and gratuitous at that.

Diagram 3: Three Stuka attacks. On J22 and Q24; the former an AV, the latter on an isolated battle. The third, subsequent to the first AV, was one mass attack on the WMD second line (no doubled rivers on first impulse), with Stuka. The soak-off on the Soviet 8th Army and the mopup on the 10th, both come last in sequence.

Now the punch line. *The Stukas were placed in open hexes for illustrative clarity, and in all cases were applied to single engagements.* Obviously my critic thought that they were just dropped at random, attacking whole Military Districts. They weren't. This would have been obvious to anyone reading the article through carefully, something that should have been done before calling it a "waste of paper".

Such a criticism is shallow, if one rule "interpretation" (off-target at that!) is the basis. Such allegations are not Eternal Truths, and this isn't the "Old Time Gospel Hour". As for the critic's experience, there's a story, perhaps apocryphal, of a Soviet general who, when arrested during the purges, cried, "But I won the Order of the Red Banner!" One of the policemen replied, "That's not what you're accused of, Comrade!"

I do want to point out a real, and glaring, flaw in the article; one that stood out (to me at least) like a newspaper headline. Diagram 1 shows Army Group North attacking a vacant hex (the two front line units were shown in F20 and H20 on the Baltic coast). This was an illustrative error. The Soviet setup as shown in my manuscript, had the 1st and 7th Tank Corps in hexes F20 and H20 respectively. AGN attacks both in one 5-1 battle.

It would be nice if readers were willing to debate tactical and strategic concepts. Mine are certainly open to debate. I'd like to find originality or better ideas. The article was written to elicit them.

Anyone out there interested in rational discussion?

Robert Harmon
Bishop, California

★★★★★

Dear Mr. Martin:

Thank you for publishing Tom Swider's pbm rules for *DUNE* in Vol. 20, No. 4. *DUNE* is a fine game, and one that I feel benefits from the additional time for diplomacy between players that postal play affords. However I was disappointed that Tom had chosen to adopt a simultaneous movement approach to a game that is designed round a sequential movement system, especially as he has also devised an excellent set of rules which leave the sequential system intact. By using simultaneous movement, he then has to introduce his own rules for priorities in moving into strongholds—complications which do not arise in the original game. I also fear that those readers used to playing *DUNE* face-to-face will be put off by the changes. Surely the pbm version of a game should correspond as closely as possible with the face-to-face version, unless there is some over-riding advantage to be gained? I have been running a game of pbm *DUNE* using Tom's earlier rules, and gave the players the option of using his rules as printed in The *GENERAL* if they preferred. All said they wanted to stick with the sequential movement rules.

Glyn L. Roberts
London, Great Britain

Mr. Roberts, for those who may be unaware of the fact, is the editor of Cut & Thrust, a 'zine given over to—among other things—play by mail of DUNE. For him and others, the upcoming release of the DUNE Expansion Modules should bring encouragement. According to Mick Uhl, AH developer, these are to be two new "variants" by Future Pastimes (the folk who designed DUNE). The first, "The Spice Harvest", will be an economic game which precedes Duke Leto's arrival on Dune and which simulates the intense competition for spice among the members of CHOAM. At the conclusion of this "pre-game", the spice amassed can be used by the players to alter their initial setups and/or forces. "The Spice Harvest" will also be playable as a separate game in its own right. The second expansion, "The Duel", brings to DUNE the individual leader combat invoked by "kanly"—the formal blood feuds between major houses. It is intended to augment and diversify the role of the colorful characters of Frank Herbert in the game. The modules add new leaders and treachery cards for use in the original game, deepening the complexity and negotiations. Both, I am informed, are to be released early in 1985.

★★★★★

Dear Editor:

Thank you for responding to my phone call in such a friendly fashion yesterday. It was great to be able to talk with someone from Avalon Hill again. I wish to repeat my complaint in writing for the readers. Namely, I think that the organization of local face-to-face wargaming has taken a neglected back seat to play-by-mail for too long.

I've placed advertisements in The *GENERAL*, but the response was exclusively from PBM enthusiasts. Many gamers are by inclination or lack of personal apartment space or dislike of the risks, or aversion to the bookkeeping, etc., unable to use PBM and cannot travel long distances.

Consider that I am not alone in lamenting this inactivity and watching my Avalon Hill boardgames "gather dust". Lots of money poured into the hobby turns the affections of wargamers/customers sour when they've no live opponents. Solitaire is only good for analysis and practice with many of the current games, so this is no outlet for our frustrations. (I have tried using it.)

I own 40 different Avalon Hill titles. Every AH WW2 game I either own or used to own (having discarded such aged "classics" as *STALINGRAD* and *AFRIKA KORPS*), so I feel entitled to this letter. Truth is, I've made it my business to be thorough in the collecting of AH products bit-by-bit. But FTF gamers are also part of your sales figures. Help us find each other and organize!

Dwight McMahon
Trenton, New Jersey

Needless-to-say, I sympathize with Mr. McMahon entirely. Having sought face-to-face opponents in such less-than-hotbeds of the hobby as St. Andrews in Scotland and Helena in Montana, I too have had to endure the frustration of watching favorite games age and my skills grow rusty. But Mr. McMahon, like hundreds of others, has seized the initiative and helped form a local wargaming club—in his case, the Mercer Adventure Gamers (contact Mr. Leonard Millman, 609-443-5238, if interested). Unfortunately, he is quite correct that the hobby press has been unable to give more than limited support to FTF gaming. Most of the coverage recently has seemingly been aimed at the solitaire and by-mail gamers. The GENERAL has continued to publish want ads and club news, convention dates and tournament results for the competitive-minded FTF gamers. But, perhaps that is not enough. I'm open to suggestions.

★★★★★

Dear Readers:

In Volume 20, Number 5 of The *GENERAL*, my article 'Northfield, the End of an Era' was published. The following is the solo version I made of the fight the way I like best. Some of the following are rules changes; others are in addition to the rules:

The maps are in two horizontal rows of three. Top left to right: CC upside-down, BB, EE upside-down. Bottom left to right: GG upside-down, AA upside-down. DD.

	BB	
CC ∩		∃∃
		DD
∂∂	**∀∀**	

The James-Younger gang counters from top to bottom: Prospector* in BB-J11, US Scout in CC-K18, Border Rider* in BB-C6, Drifter* in AA-L11, Yankee* in BB-D6, Texas* in BB-C5, Innocente* in BB-J12 and Guard* in CC-L16. There are horses in BB-J11/K12, CC-K18/K19, AA-L11/K11, BB-J12/K13, CC-L16/L17, BB-G3/G2, BB-H2/H1 and BB-I3/I2. The Fourth Character is NCO* in DD-G15 and the Seventh Character is Veteran** in EE-Q5. The townsfolk are: Gambler (Joseph Heywood)*** in BB-D7, Clerk (A.E. Bunker)* in BB-C4, Banker (Frank Wilcox)* in BB-D5, Owner (Elias Stacy)** in GG-P22, Sodbuster (Henry Wheeler)** in AA-R10, Running Boy (August Suborn)*** in BB-H10, Ike (A.E. Manning)** in CC-O21 upstairs, Fast Eddie** in DD-F16, Barkeep** in DD-H17, Smith in BB-E10 upstairs, Andy in DD-I20 upstairs, Cattle Baron** in AA-R8, Little Ernie** in EE-P5, Happy** in DD-H16, Lucky** in CC-M16, Old Man** in BB-F4, Reb** in BB-F9, Driver ** in EE-O8, Lightning** in DD-E17, Quiet Man** in EE-S4 and Slim** in AA-M7.

Special rules additions:

2. Characters of Side A may only exit the board from hexes DD-K13/K14 and EE-K1/K2.

4. The Border Rider has another C45 instead of the R41d.

5. In solitaire play, the characters of Side B may not exit a building when in the LOS of a Side A character unless that same Side A character is in the same building.

6. In solitaire play, Optional Rule 9 must be used. The Army and Wanderer counters are TAC D and the Townsfolk and Rural Folk are TAC C. Named counters cannot move until Turn 5. The rest of the rural and townsfolk may not move until Turn 10.

7. In solitaire play, the number of hexes a character is away for TAC purposes is the true number of hexes divided by the weapon divisor. When a traget is not within LOS, regardless of the distance, all TAC actions must be MOVE.

8. The Side A characters beginning in the Bank on Board BB must travel down the alley along the edges of Boards CC and BB before they may attempt to exit the mapboard.

For Victory, add the following:

4. Each Younger character gets – 10 victory points for exiting the mapboard when another Younger is wounded or down without a horse. A James gets – 10 victory points for exiting the mapboard when the other James is wounded or down without a horse. (Down is considered to be down, conscious and wounded.)

5. Each Side A character that exits the board before or during Turn 10 will get – 10 victory points.

Thank you.

Michael Lee Merritt
Eliot, Maine

★★★★★

Dear Mr. Martin:

I was first introduced to wargaming while in college (a period corresponding roughly to when Moses received the two tablets). I was fascinated, hooked on the many and various titles. Gaming not only followed me beyond school, the expansion of my leisure time increased the opportunity to play. If you can name it—I have probably played it. Now, three children and two computers later, I remain faithful to the hobby (substitute *addicted* according to my wife).

However, I must confess that I have slipped and even hope others will follow. WHOA—don't toss this letter. I've read that confession is good for the soul because it makes room for more sins (and I could use the space). I stand humbly before you and the entire gaming community and state: after 15 years of pure wargaming I have played, not just one, not even just two, but *three* role-playing games! (Shocked outcry.) And worse, I *enjoyed* them. (Silent wagging of heads.)

Pshaw you say; a passing fancy that a good round of *THIRD REICH* will cure. No. I am afraid I shan't recover that easily. As I suffer here with the scarlet letters RPG branded on my chest, please allow me to pass along some information to other hard core gamers (such as the rabid Messers. Galvin and Pepe).

Friends (read that—"Potential opponents"), it was not easy to make the transition from leading panzer armies to being Ho-Ho the Half-Orc. To be blunt, I had always considered role-playing games to be the toys of people who were not quite bright enough to play wargames. Even the fantasy and science-fiction boardgames were tainted. I was wrong. RPGs can be as challenging, exciting and frustrating as any wargame. At a recent convention I observed a demonstration of *LORDS OF CREATION*. One player was an elderly (70+) woman who put this stuffed shirt in his place. I only wish I could convey to your readership how amazed I was when I finally participated in an RPG.

Since that time, I have given considerable thought to the direction that The *GENERAL* has taken over the past two years under your hand. Most of the letters and the ratings dislike the non-wargame material. Many have suggested that this material has no place in The *GENERAL*. I disagree. As we eliminate the wargame material, we begin to stagnate—to become a fringe element in all of gamedom. Do we really want to be known as the "Archie Bunkers" of the gaming world? That is what we are in danger of becoming. If it is not a historical wargame, we stifle it.

I am not speaking only of RPGs. I include both computer games and the fine adventure games such as *SOURCE OF THE NILE*. In my opinion, Avalon Hill is the leading producer of adult games of ALL types and The *GENERAL* is the flagship of Avalon Hill. To deny these other games some voice, however limited, is an error of extreme proportions. The obvious retort is that there are other Avalon Hill magazines that cover these areas. However, most of us (myself included) are not interested *enough* to justify the extra subscription—but there is still an interest. Would the average of one page in each *GENERAL* devoted to non-wargames hurt that much? Even the *Wall Street Journal* includes articles that are non-business oriented. Exclusivity will precede the demise of our hobby. God forbid that *PANZER-BLITZ* comes to sit beside my Rubbic's bubble (or whatever the hell that thing was) gathering dust. But without accepting the wider horizons of the hobby, it could.

David Shapiro
Milwaukee, Wisconsin

BULGE '81

6.8 If a unit leaves the board during movement or during advance after combat, does the opposing player receive Victory Points for unit elimination?
A. No.

35.1, 46.4.1 and 46.4.2 Suppose German units retreat off the board via an arrow, fulfilling German Victory Conditions and causing British units to divert to Antwerp; do they count as units eliminated for Allied point count?
A. Yes.

13.2 and 13.3 Rule 13.2 states that isolated artillery units attack at half-strength and rule 13.3 states that isolated artillery units may not provide fire support. Which is correct?
A. Both are correct. Direct attack or defense against adjacent enemy units is distinct from fire support. See rule 11.1.

14.1.2.3 Since fire support and direct attacks are not the same, does this mean that German corps artillery may move at one-quarter point road movement rate and then participate in an attack against adjacent Allied units?
A. Yes.

14.1.1.1 What size boots do Nebelwerfers wear? [*Published verbatim.*]
A. 150's, 170's or 210's?

14.1.2.2 and 42.6.2 If a commando is not recognized by an Allied infantry unit moving from

THE QUESTION BOX

the north edge into Eupen, how is the movement reduced for the Allied unit?
A. This answer has two possibilities:

1) If the Allied unit does *not* enter enemy ZOC, the movement rate is figured as such: 1/4 plus 1/4 to reach Eupen, at which point 3 and 1/2 movement points (or 14 road movement points) remain, of which half are lost (i.e., seven road movement points); or

2) If the Allied unit does intend to enter an enemy ZOC, the movement rate is figured as such: 1/3 plus 1/3 to reach Eupen; at this point, 3 and 1/3 movement points (or 10 road movement points) remain of which half are lost (i.e., five road movement points).

23.5.5 In the example of "Engagement" (pg. 20-21), the Allied 5-4 and 4-4 stand fast after the German turn. But during Allied attacks, an Allied unit advances adjacent to one of the German units (say, to JJ26). In the chain reaction that ends the engagement, are the Allied 5-4 and 4-4 immediately required to counterattack?
A. No. The choice to "standfast" is made after movement, but before the Allied combat phase (23.3). The engagements end and, if possible, the Germans are free to move away on their turn

(23.5.5). In effect, the Allied advance has changed the "Engaged" result into a "Contact" result at the end of the turn.

STORM OVER ARNHEM

9.5 Suppose three infantry and a HQ unit oppose three infantry and a HQ unit in Close Combat; can either or both HQs be screened?
A. That depends on what the player without the Tactical Advantage does with his HQ. If he elects to screen his HQ, then obviously he hasn't enough units to attack the opposing HQ if it is screened. If he doesn't screen it, then he has one extra unit with which to attack the opposing HQ, regardless of what the player with the Tactical Advantage opts to do.

11.5 If the German takes an area on turn 1, and loses it on turn 2, does he still get the two bonus points?
A. No, bonus points aren't awarded until the *end* of the second turn and the third turn.

13.21 Assume an uncommitted AT unit and HQ unit are in the same area and that the HQ unit calls in artillery. Can the AT unit attack also in the same impulse?
A. No; AT units cannot fire in the same impulse as artillery.

20.3 Does one Bren Carrier which "makes it" cancel all of the − 1s and 1/2 of the − 2 ammunition shortage?
A. Yes, the effect is not for one turn only, but for the balance of the game.

1776

Q. If units are entrenched in a town hex and a fort is placed under construction, is the entrenchment removed immediately or upon completion of the fort in the next turn?
A. Upon completion of the fort in the next turn.

Q. Does a BR factor in Canada affect the strategic area status and allocation for the Middle States if there are no other BR in that area?
A. No.

Q. On the turn of placement of reinforcements and replacements, may they entrench, begin a fort, or be transported by sea?
A. Yes.

Q. May the British player bring replacements, supply units and/or reinforcements into a besieged port fort?
A. Yes.

Q. May all decoy counters allowed be used in one area?
A. Yes.

FORTRESS EUROPA

Q. May the Allied player airlift a unit from England to a city on the continent during the second impulse of a turn in which the city has just been captured (i.e., the city was not in Allied possession at the start of the turn)? If so, can the airlift still take place if the capture was taken by an airdrop or raid?
A. Yes. Yes.

Q. During the invasion turn, when exactly is Allied Ground Support placed on the map—before or after the German reveals his hidden units?
A. Before.

Q. Is Allied Ground Support allocated before or after the Allied player has determined the landing results of his paradrops?
A. After.

WAR & PEACE

Q. How does one attack an ally in the same alliance? When would that player move?
A. You must first kick him out of the alliance during the Alliance Phase of one turn and then you may attack him on the *next* turn. If a state is dropped from an alliance, it may not move in that alliance's Movement Phase and must instead move in the next Neutral Phase. If attacked, it joins the alliance opposed to whoever attacked and may then move in *that* alliance's Movement Phase, even if it has already moved as neutral that turn.

Q. Can the British player make Britain a neutral country?
A. No!

Q. If a minor neutral is attacked, which country in the opposing faction moves its units and fights its battles?
A. The French or British players decide if they or another member of their coalition will control the units of a minor state that has joined their alliance due to enemy invasion.

Q. In the fianl act of conquering Prussia, the French player attacks Berlin and advances after combat with a single infantry SP without a leader. Rule J.S.A. specifies that the conqueror must leave the conquered capital on the next Movement Phase; but the French player claims that his infantry unit cannot leave Berlin without a leader and therefore the Prussians cannot receive their Berlin production points. Is this legal?
A. No; the French unit must evacuate. Although it ordinarily has no independent movement, infantry does not need leaders to retreat or withdraw. The unit is considered "withdrawn" to an adjacent hex during the Movement Phase.

Q. Can a blockading fleet try to intercept the fleet that successfully ran its blockade that turn?
A. No.

NAVAL WAR $6.00
Family Card Game of World War 2 Naval Combat

Our first attempt at re-rating a new title brought 61 responses, in the process placing *NAVAL WAR* 16th on the Adventure Gaming RBG. Too, some interesting comparisons came from looking to the recent survey (Vol. 20, No. 2). Since the values below are much more representative, they will mark the game on the ongoing RBG chart.

The Overall Rating (3.88) for *NAVAL WAR*, which seems to be neither "fish nor fowl", neither wargame nor fantasy game, reflects the ambivalence that shows through many of the personal comments from readers. Many seemed apologetic and defensive of the fact that they found it really rousing good fun. It is a game of enjoyment rather than skill, fun for the entire family, and a rarity in this hobby of ours. As one father pointed out, even quite young children can master it—a dream dear to the hearts of wargaming parents everywhere. (Who knows? Next on the agenda—*BISMARCK?*) Its ratings for Complexity (1.68), and Completeness of Rules (1.84) and Playability (1.65) bear out the observation. And it is quick playing, a decided asset for a family looking for an evening's cordial entertainment. The "Shortest" game length figure represents that for a single hand; the "Longest" that for a complete multi-hand game. Needless-to-say, the rating for Counters is that for the Cards.

Surprisingly, the interval between the two rankings (that of Vol. 20, No. 2 and this one) seems not to have greatly changed the readership's view of *NAVAL WAR*. In most categories—Components, Player's Aids, Complexity, Completeness of Rules, Playability—the ratings were very close. Even the differences reflect a heightened appreciation for the game. The complete ratings follow:

Overall Value: 3.88
Components: 3.67
Map: —
Counters: 3.72
Player's Aids: 2.21
Complexity: 1.68
Completeness of Rules: 1.84
Playability: 1.65
Excitement Level: 3.36
Play Balance: 2.20
Authenticity: 6.92
Game Length
   Shortest: 33 mins.
   Longest: 1 hr., 49 mins.
Year: 1983
Sample Base: 61

COMING UP NEXT TIME

AVALON HILL RBG RATING CHARTS

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten ninutes (thus, a rating of "18" equates to three hours).

ADVENTURE GAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Longest	Year	Sample Base
1. CIV	1.99	2.17	3	2.17	1.96	3.60	18.43	44.52	1982	126
2. TT	2.22	2.26	4	2.45	1.95	3.81	16.54	36.30	1982	53
3. DU	2.27	2.23	3	2.45	2.30	2.32	10.20	16.90	1979	110
4. DIP	2.30	3.18	3	2.41	1.82	4.83	24.46	46.24	1976	117
5. CM	2.44	2.88	3	2.65	1.85	2.54	9.71	18.96	1980	99
6. GSL	2.48	1.95	5	3.04	2.55	2.01	4.97	18.22	1982	86
7. MA	2.76	2.91	4	2.84	2.47	4.40	18.36	45.49	1980	26
8. SOTN	2.85	2.98	5	3.71	2.43	4.35	14.45	40.56	1979	56
9. FG	3.03	2.63	7	3.11	3.83	2.82	12.51	67.38	1981	51
10. KM	3.03	2.65	7	3.60	3.22	3.73	18.66	31.40	1976	147
11. SST	3.21	2.96	5	3.14	3.38	3.20	9.18	28.03	1976	127
12. WQ	3.27	2.70	2	2.67	2.21	3.94	10.91	17.53	1979	88
13. GL	3.31	2.73	4	3.02	2.89	2.88	3.90	11.02	1981	65
14. MR	3.42	2.01	7	6.01	3.91	3.18	9.63	29.02	1979	109
15. AW	3.60	3.48	4	2.48	2.33	5.06	9.82	16.52	1981	50
16. NW	3.88	3.67	2	1.84	1.65	6.92	3.28	10.92	1983	61
17. OS	4.35	3.28	3	2.45	2.79	4.24	5.11	11.54	1972	62
18. OR	5.26	3.84	1	2.73	3.96	5.27	9.92	15.42	1971	52
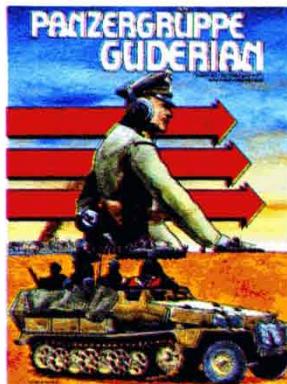
Not since "First Impressions" (COD) in Vol. 17, No. 2 has an article so dominated our poll as did Don Greenwood's "Playing Your Cards Up Front" (which polled 480 of a possible 1200 points). This serves to highlight a point to ponder. Prior to Volume 17, most lead articles garnered 450 or more points and so commanded the most attention. Since then, it would seem, there is more of interest in these pages—more articles on diverse topics—thus spreading the voting. Also worthy of note, the Series Replays have continued to score very well in these ratings, strengthening our resolve to bring more of these to culmination. Taken together, the fine crop of articles in Vol. 21, No. 1 brought it a quite satisfactory Overall Rating of 2.89. The ratings for the individual efforts of our distinguished authors are as follows:

PLAYING YOUR CARDS UP FRONT 480
SERIES REPLAY 185
ANVIL OF MY EYE 155
UP FRONT BY THE NUMBERS 140
MEN BEHIND THE CARDBOARD 93
THE CRIMEA RIVER DEFENSE 68
THE NIEUWE KADE GAMBIT 40
BLOOD ON THE BEACHES 21
AH PHILOSOPHY 10
DESIGN ANALYSIS 8

Once again, a *SL*-related piece brings its author the Editor's Choice Award for best article of the past volume year. And the author himself, Robert Medrow, is no stranger to the honor since he has twice been voted the award by the readership in the past. In a year of many fine articles, Mr. Medrow well earns the $100.00 bonus and the lifetime subscription to The *GENERAL* the award also brings. The nominees for Volume 20, and their percentage of the total votes received, are as follows:

FIRST IMPRESSIONS
    by Bob Medrow 31.2%
CRAFT OF THE SOLDIER-KING
    by Deane Sperdakos 20.0%
A NEW LOOK AT AN OLD FRIEND
    by Robert Harmon 15.6%
ZERO!
    by Michael Anchors 11.1%
SCIENCE FICTION FOR THE WARGAMER
    by Nicky Palmer 8.9%
PARA-LEADER
    by Oscar Oates 6.7%
KING OF THE HILL
    by David Bieksza 4.4%
SUPPLEMENT TO THE
  COMMANDER'S NOTEBOOK
    by John Hunter 2.1%

The Avalon Hill Game Company's *FOOTBALL STRATEGY* League, which has been an ongoing institution here at the design offices for the past 12 years, has seemingly fallen on hard times. Currently, there are no players on the waiting list clamoring to get into the 28-member league. Inevitably, substitutions of one or more coaches must be made from this list during the season. Area footballers are urged to apply for position on the waiting list by writing Don Greenwood, c/o The Avalon Hill Game Company.

Aliens! Bugs! Bond! Gadgets! Scimmers! Gilbert & Sullivan! (Gilbert & Sullivan?) It's gotta be the third issue of *HEROES*. The latest issue of The Avalon Hill Game Company's bi-monthly magazine devoted to fantasy and science-fiction bears articles on all these. Of particular interest to readers of The *GENERAL* may be the excellent article on *MYSTIC WOOD* by Matthew Pirrone which concentrates on the strategy of this unique "boardgame". Individual copies of *HEROES* are

Infiltrator's Report

available from The Avalon Hill Game Company for $3.00 (plus the usual shipping fees).

As usual, at ORIGINS in Dallas the Charles Roberts Awards were once again presented to the best of 1983's releases. It was with great pleasure that Victory Games fulfilled our expectations and "swept" the traditional awards. *Civil War* took the nod for "Pre-20th Century Historical Boardgame", while their unique *Ambush* was voted the "20th Century Historical Boardgame". Victory Games' role-playing system, *James Bond*, was presented the parallel H.G. Wells Award for best new role-playing game on the market. All in all, it was a banner year for our friends at Victory Games.

At ORIGINS too, a unique event took place. In a surprise subscription drive, a drawing was held which included the names of all who subscribed to The *GENERAL* at the Avalon Hill booth before Sunday afternoon. The Grand Prize, a copy of *every* new Avalon Hill game for the rest of the winner's life, was truly grand. Second prize was a lifetime subscription to The *GENERAL*. Third prize—a copy of every game that The Avalon Hill Game Company will publish in 1985 free. Mr. John Hennebry (below) of Mt. Prospect, Illinois, was the winner of the Grand Prize. Mr. Daniel Hurn of Abilene, Texas, was awarded the lifetime subscription; Mr. Keith Simons of Albuquerque, New Mexico, will receive a copy of each game published in 1985 (which looks to be a banner year at The Avalon Hill Game Company with the planned release of *ADVANCED SQUAD LEADER*, the redevelopment of the *PB-PL* system, the publication of the Craig Taylor's *FIREPOWER*, as well as numerous other projects). Once again, to Mr. Hennebry our profound congratulations and expectation that he finds his new subscription to The *GENERAL* eminently suitable in assimilating what will soon be the most complete AH collection outside our offices.

Known Game Openings is an independent hobby service for pbm players of *DIPLOMACY*. Each issue lists current openings for play-by-mail games along with all relevant information to enable the readers to make contact with the gamemaster. Copies are available from Mr. Robert Sacks (4861 Broadway 5-V, New York, NY 10034) for a self-addressed, stamped envelope.

News of the recent merger of the *American Wargaming Association* and the *National Wargaming Alliance* has reached us. The new national

wargaming club boasts over 300 members, the largest "all-hobby wargaming club" since the decline of the International Federation of Wargaming more than a decade ago. According to George Phillies, president of the AWA, by combining the AWA newsletter (published on a regular basis since 1973) with the vigorous, active officers of both clubs, better service for the entire hobby is assured. Under the terms of the merger, the new organization will retain the by-laws of the AWA, with NWA officers filling vacant slots in the AWA organizational structure. AWA members will enjoy uninterrupted deliveries of the *American Wargamer*; NWA members will find this monthly newsletter replacing the rarely-published "Kriegsrat". The AWA/NWA tournament schedule will continue as before. Membership in the new national wargaming club is $9.99 annually. For more information, contact Mr. George Phillies, 1139 Nielson Court #3, Ann Arbor, Michigan 48105.

Annually, Games Day is *the* major gaming convention/competition for the thousands of wargamers in Great Britain. There, among the many other events, is a brief presentation—very much reserved and quiet—of the Games Day Awards, Britain's recognition of the best in the gaming industry. This year Avalon Hill, as usual, and Victory Games, a newcomer to the British shores, garnered a fair number of the awards. *RUNEQUEST* was named the Best Role-Playing Game of the year, and *James Bond* the second-best New Role-Playing Game. *DIPLOMACY* was second in balloting for Best General Boardgame and *DUNE* for Best SF Boardgame. Of particular pride, The Avalon Hill-Victory Game efforts swept the category of Best Historical Boardgame. These were awarded, in order from first to sixth, to: *KINGMAKER*, *DIPLOMACY*, *SQUAD LEADER*, *CIVILIZATION*, *CIRCUS MAXIMUS* and *Vietnam, 1965-1975*.

Our *UP FRONT* contest proved to be a challenge it seems. The largest response in some time brought only ten winning entries. It seems that most were misled into believing that an American victory was the most probable outcome of the best possible play. Not so. The following who saw through the bluff are awarded a merchandise credit voucher by The Avalon Hill Game Company: Jeff Conner, Pt. Richmond, CA; Chris Hawkins, Seattle, WA; Kip Kohlman, Minot, ND; Richard Lake, New York, NY; Andrew Maly, Rolla, MO; Glenn Overby, Detroit, MI; Jeff Petraska, New Boston, MI; Paul Tenney, Herndon, VA; Michael Tullius, Rosemead, CA; and Ray Winninger, South Holland, IL.

Contest 120 stressed, as so often one must in wargaming, application of tactical expertise to attain a strategic goal. In this case, the readers were asked to fomulate the best possible organization and entry onto the field for Napoleon's army as he faced his greatest challenge in the *HUNDRED DAYS BATTLES*. Given the several tasks ahead, the French Army is divided into three forces commanded by Napoleon, Ney and Grouchy. Each receives a Movement Command. All units enter at Hex 0107 except Ney (and Drouot) who enter at 0105. No Major Generals are brought into play, it being unwise to yet divide the forces. The final placement for the units are as follows:

NAPOLEON—0307
    Reille—0307
    Vandamme—0306
    d'Erlon—0207
    Gerard—0309
NEY and Drouot—0405
GROUCHY—0508
    Mouton—0509

★   **GENERAL BACK ISSUES**   ★

The Civil War Counter Sheet   VICTORY INSIDER

SOURCE OF THE NILE
GAME LOG
Amended Expedition Make-Up

	# of Members		
Explorer	Leadership Rating:		
Askaris			
Mercenaries	LR:	LR:	LR:
Arabs/Boers			
Bearers			
Boer Guide			
Guide			
Total Expedition			

Canoe	
Ride Mount	
Pack Mount	

Transport Capability

x10	
x10	
x10	
x10	

x300	
x5	
x20	

Portage Cost

Rations	x1	
Gifts	x1	
Muskets	x1	
Bonus Items	x2	
People (Canoe)	x15	
Tusks	x7	
Total		

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted 50¢

NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

CONTEST #121

Projected Game Winner:
☐ North   ☐ South   ☐ East   ☐ West

Card Played:

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue of The *GENERAL* and include a numerical rating for the issue as a whole, as well as listing the three best articles. Sorry, only one entry to a contest from each subscriber will be accepted; entries subsequent to the first will be discarded. The solution to Contest #121 will appear in Vol. 21, No. 4 and a listing of winners in Vol. 21, No. 5 of The *GENERAL*.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles
1. _____
2. _____
3. _____
NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP_____

GAMBIT

Scenario Q

MALEME CRETE, May 21, 1941: The New Zealanders had spent most of 20th May pinned down by endless sweeps of German fighter aircraft. Communications were a shambles, casualties were heavy, and local counterattacks simply failed. Colonel Andrew of the 5th New Zealand Brigade opted to withdraw from the immediate area of Maleme airfield and regroup to the southeast. The problem remained of how to draw back when the German paratroopers seemed everywhere.

VICTORY CONDITIONS

For the British player to win, he must exit nine squads off the south edge of Board 2 on or adjacent to hexes 2I1, 2Q1 and/or 2Y1. The German player wins by avoiding the British victory conditions.

Board Configuration
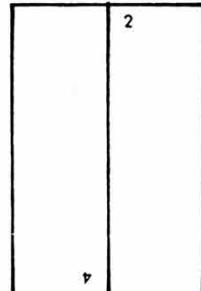
TURN RECORD CHART

| British sets up first | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | END |
| German moves first | | | | | | | | | |

Elements of the 22nd New Zealand Battalion Set up as per Scenario Special Rule Q.1:

| 9-6 | 8-0 | 4-5-7 | Mtr #1-8 51 S6 2PP | LMG 2-7 B11+ | ATR △ #12 +1 B11+ |
| | **2** | **12** | **2** | **2** | |
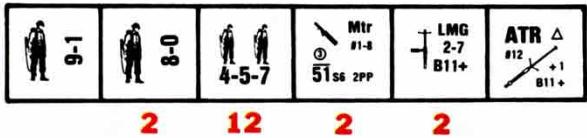
Elements of the 7th Paratrooper Division set up in any whole hexes numbered 8, 9 and/or 10 on Board 4:

| 9-2 | 8-1 | 8-3-8 |
| | **2** | **8** |

SPECIAL RULES

Q.1 The British player may set up any five counters in any whole hexes numbered 5, 6 and/or 7 on Board 4. The rest of the New Zealand forces enter on the north edge on Game Turn 1.

Q.2 No troops have smoke grenades and there are no smoke rounds for the 51mm mortars.

AFTERMATH: The Germans swept down from the hill and surrounded one isolated platoon of the New Zealanders. In so doing, they opened a corridor through which the rest of the 22nd was able to pass. Colonel Andrew was able to regroup and hoped to retake the airfield the following day. His hopes were never to be fulfilled.

VICTORY

INSIDER

Turning Words Into Games

There are probably a number of our readers who are also fledgling game designers. Some of you are waiting to turn in your finished masterpeices to Victory Games for our delectation and your publication. But before you do . . .

In this "Thrilling Tales" we'll describe how VG produces a game, and in the next issues we'll examine what editorial and graphics do to produce a finished product.

First, *do not, under ANY circumstances, send in a game design without sending in a release form first.* Before we can look at a game proposal or game design, we must have a signed release form. It states that you will let us look at your game proposal or game design without the spectre of lawsuits hanging over us, and that the proposal or design you plan to submit is your own brillian work. It helps protect us from legal hassles that may arise when you send in a proposal or design which we are already working on.

(The above iron-clad rule also applies to game submissions to The Avalon Hill Game Company and Microcomputer Games. WEP)

Victory Games has a two-year production schedule for new products already worked out. We have a number of freelance designers to contact and assign to projects; once both parties have worked out the details as to payment and turn-in dates, a contract is drawn up and signed. We also have our in-house designers at work on future products. Planning as we do for the far future, we do not want any possibility for misunderstanding to arise on the part of freelance designers who send in a game proposal, or game designers on a topic we have planned as a future game release. So, never, never, never send in a game proposal or design without sending in a release form first. If you wish to receive a copy of our release form, send a stamped self-addressed envelope to:

Release Form
Victory Games, Inc.
43 West 33rd St.
New York, NY 10001

Once we have received a signed release form, we can look at game proposals and design submissions. As a word of warning: we normally produce four to six simulation games per year. Our in-house design staff produces three to four games per year, and we have a number of professional freelance designers to draw upon. It is not the easiest thing in the world to break into the design field, but we are always looking for innovative games and unusual proposals.

As an aside, among the many game systems we are **not** looking for are general games such as *Risk* or *Monopoly*, sports games, children's games, or recaps of old game designs (for example, an updated version of *Plot to Assassinate Hitler* would be right out).

We are looking for military simulation games in particular, and for games we think will sell. A World War I design may be the best of its kind, but the topic itself is financial death.

From MEAD to SEAD

Once a game is submitted, it is put through playtesting. The game system must be complete and understandable by us. All of the rules necessary to play the game must be included; a designer cannot get away with a Line of Sight rules that says, "Use any reasonable Line of Sight rules." Most Line of Sight rules are unreasonable to begin with, and we refuse the burden of making a designer's half-finished game design complete.

Assuming the design is complete and understandable, we then make extra copies of the game and rules and send them off to our testers. Our out-of-house testers have the delightful assignment of tearing a game apart, finding the holes in the rules, and checking up on the designer's research. Depending on how complete the game design is, the testers might be working on fine-tuning the game system while VG begins work on production. If the game needs major reworking after the initial test results come in, we will delay production until the designer has the chance to plug the holes.

(Note that in the last sentence, it is the designer, not VG, that rewrites the rules. A cooperative attitude with the company will not ensure a sale, but not having it will definately kill it. "Deathless prose" designers need not apply. WEP)

The completed game design is then handed over to MEAD — Mobile Editorial and Art Department as we call ourselves — and therein lies a tale.

When Victory Games first appeared, our design and pre-production (editorial and graphics) offices were in New York while the production (typesetting and printing) was with our parent company, Monarch-Avalon, in Baltimore. For the first year and a half of our existence, it was necessary for editorial and graphics to travel to Baltimore frequently. We first had to contact the people in Baltimore who would be working with us, and dovetail our production schedules to fit it. Since our editorial staff has expert typesetters, we spent a goodly amount of time setting out our own type at Monarch-Avalon. Hence, we called ourselves MEAD.

Now that Victory Games is established and profitable, we have our own typesetting equipment in New York, and have worked out production schedules to maximize ease of publication. We are now considering changing our title to SEAD (Sedentary Editorial and Art Department). So, if you hear things are going to SEAD at Victory Games, it simply means editorial and art have gotten their hands on a project.

Finding the Tunnel's Light

Winning the *Vietnam* Campaign Game

By Tony Curtis

Who out there among us has not felt that the U.S. could have — should have — done better in Vietnam? That tired old phrase "now you can change the course of history" takes on added power when talking about a Vietnam simulation. Most of us would dearly love to see that part of our military history altered.

I helped to playtest *Vietnam's* campaign game and found that the US player can win, but it's a tough fight. Not surprisingly, the US player has to use a different strategy than the one we lost with historically.

Simply stated, the US player must seize the strategic initiative and win the pacification effort. Every action by the US player has to be directed towards increasing the number of population points under South Vietnam (SVN) control. There are two advantages for the US when he wins the battle for controlling the hearts and minds of the population.

First. Not only does the US player get to fully form and upgrade the Army of the Republic of Vietnam (ARVN), but it allows the formation of a large pool of replacements for a long war of attrition. I've never lost a US unit, and seldom any ARVN units, but the ARVN has absorbed large quantities of replacements due to heavy fighting. The ARVN has to sustain a major part of the fighting and casualties in order to prolong the US presence past 1971-1972.

Second. By reducing the amount of Viet Cong (VC)- controlled population, the US player dramatically curtails the effectiveness of the VC. Not only is the VC hard to catch and kill, they are the force most able to slow and halt the pacification effort. The cost to form VC units increases proportionally to the ratio of the VC draft level to VC-controlled population. The VC draft level increases when VC units are formed or replacements are created. The more the US player hurts the VC, the faster the VC draft level rises.

The level of VC-controlled population determines how many VC combat units can be built in each province. Each population point allows the expenditure of one supply point. Since a single VC battalion costs two supply points to create, it's apparent that high levels of VC-controlled population are needed to create a meaningful number of VC units.

Thus, as this ratio increases, so does the cost to the National Liberation Front (NLF) player to form VC units (see the sidebar 'The VC's Problems With Pacification' for more information). Keeping the South Vietnam provinces swept free of the VC determines how quickly the VC-controlled population falls. Not only does it become costlier to build VC units, it becomes much harder to field them inside of South Vietnam.

Of course, VC units can still be created at will in Laos, Cambodia or the Ho Chi Mihn trail boxes, but their effectiveness is impaired because many of the highly populated areas in South Vietnam are outside of even strategic movement range. They can cause a lot of trouble in the border provinces, but because of their location, they can only look on while the populous coastal provinces are pacified.

Winning the pacification effort requires more than saying "go beat the VC and occupy territory." We need to look closely at how much force is required, what areas of South Vietnam must be secured first (and why), and how to most efficiently fight and defeat the VC and NVA.

Part One: Initial Deployment

"All US involvement in South Vietnam hinges on two key indices: US morale and US commitment. Morale represents the nation's willingness to become involved in Southeast Asia, to send troops and economic aid, to deal with internal dissent, and to sustain losses. Commitment represents the degree to which the US is already involved. So long as US morale is higher than commitment, the nation remains willing to contribute more to the war effort. But when commitment exceeds morale, the country is more deeply involved than it would like to be, and its participation in the war must be reduced."
— from the Vietnam *rulebook*

The US player has to make two important decisions regarding his force levels: how much to create or bring in, and when to do it. Duplicating the historical deployment will bring the historical result: the US forces will do a decent job at pacification, but the strain on the US morale levels from the large amount of forces committed will force a total US pullout and a South Vietnamese collapse during 1973-1975. Letting the ARVN go it alone with minimal US ground support never gets pacification off the ground. In fact, with the ARVN doing most of the work against the VC, the government-controlled population will start to slide into the VC camp.

The best course for the US player lies somewhere in between. The US build-up must be more rapid than historically, but stop short of historical levels. The ARVN has to take up the slack by assuming an active role in the fighting from the outset. The US player has no real choice other than to hit the ground running.

Consider the situation before turn one of the first season begins: the NLF player has 90 supply points available for VC formation. Regardless of what the US player brings in as reinforcements, the NLF player will also have 18 commitment points (the original 10 given in the scenario, + 3 for current US commitment, and + 5 for NVN morale 40 or less). Assuming the US player bombs the north and the trail, the NLF player still will have in the neighborhood of 120 supply points which could be created and sent down the trail. Not all supplies will go for creation of VC units: replacements must be created, and supply must be reserved so that units can be created in the coastal provinces at the start of the second season without resorting to inefficient sea supply.

So at the beginning of the game, the US player will be looking at almost all of the 70 VC battalions in the countermix. That many units cries out for a large initial US reinforcement so that destroying the VC units can begin in earnest.

An even more compelling reason to bring in a large force is that each of the VC battalions not eliminated or forced out of populous provinces will affect the pacification die rolls at the start of the second season. The more of them left, the greater the negative effect. Consequences for the US player are grim. There is the outright loss of population and the delay in repairing the damage done. Provinces losing population to the VC will make it harder for pacification to work.

The following is a schedule of reinforcements which allows the US player to go after the VC immediately. Note that no more than 50 commitment points are introduced per season. The SVN morale does not benefit from anything over 50, but the NLF does in two ways. They get 20% of all new US commitment as NVN commitment. On

4

seasons 2 and 3 they would earn 6 extra commitment points because commitment would be over 75 and 125, respectively. US morale cannot stand the pounding of season after season where new commitment is substantially above 25. Up to 25 costs 2 morale points. Each 5 new commitment points thereafter costs 1 each.

Season one
Unit (commitment points)
Remainder, 3d Marine Division (4)
Entire 101st Airmobile Division (10)
Entire 1st Air Cav Division (9)
3 155mm Artillery Battalions (3)
33 air points (11)
8 airmobile points (4)
21 replacement points (7)
2 SVN aid programs (2)

Season two
Unit (commitment points)
Entire Americal Division (11)
Entire 25th Division (9)
30 air points (10)
6 airmobile points (3)
24 replacement points (8)
2 SVN aid programs (2)
49 ARVN supply points (7)

Seasons three thru ten
Unit (commitment points)
Entire 1st Marine Division
Entire 4th Division
The Battleship New Jersey
6 to 8 175mm Artillery Battalions
2 to 4 155mm Artillery Battalions
130 to 150 air points
60 to 70 Airmobile points
3 Riverine points
Replacements as needed
SVN Supplies as needed
1st Brigade, 5th Mechanized Division (optional)

The first two seasons are giant killers, requiring 100 commitment points. Seasons 3 through 10 require between 10 and 25 commitment points each, with the higher amounts occuring earlier and then tapering off. The divisions listed above are my personal preferences because of their strong brigade artillery.

I listed the 1st Brigade, 5th Division as an optional unit. I use it mostly against massed North Vietnamese formations. I keep it combined as a brigade because it has an awesome pursuit modifier, and can accomodate up to 48 artillery, air or naval points. It's pretty good for security operations too.

There are two gentlemen's agreements players should agree to before the game. We know that dedicated artillery is more effective than independent artillery, and much more so in the Division HQ artillery. A player interested in gamesmanship can bring in more of these than allowed by introducing single brigades of divisions with HQs and their ar/ar cav battalions "attached." The commitment point cost is identical to introducing independent artillery, but the benefit to the US player is much greater. US divisional HQs, then and now, are located with the bulk of the division. To introduce them with what amount to independent brigades is wrong and should not be allowed. Agree that at least two brigades or regiments of a division have to be introduced in order to bring in the HQ. Personally, I bring in all three. When it comes to our stalwart Free World Allies, take them all gladly except for the Thai Black Panther Division. It's not very strong, and the three commitment points required to bring it in can be better used elsewhere. The rapid US build-up does yield a small dividend for the US player — the Free World Allies (FWA) units become available for use sooner.

Playtesting has shown that a US force of 6 or 7 divisions plus generous support levels is optimum for the campaign game. More ground troops drains US morale unnecessarily. If most of the US

countermix is employed, a lot of units are going to be underemployed or unemployed by mid-game, when the VC unit density is lower. You spend precious commitment and morale points every time you introduce US units; don't waste them by bringing in too much. But don't bring in too little ground strength. Past experience proves that six US divisions are more than twice as effective as three. South Vietnam has a lot of territory which must be secured, and it will require American ground troops in a lot of places to deter the VC. Let's face it: the ARVN, with its low pursuit modifiers and built-in VC alert bonus, will never do well fighting the VC alone. In addition to having enough units to go after the VC, a six or seven division density provides enough units to utilize as reserves and fire brigades. There are sufficient units to "checkerboard" contested provinces, and make search and destroy operations more effective, since US units not in the operation can block avenues of retreat, and serve as offensive reserves.

This large initial build-up will make more commitment points available earlier to the NLF player, but not enough to build the VC and NVA simultaneously and do justice to either. Your rapid build-up will force the NLF player into relinquishing either the pacification fight early, or delaying the 1968 Tet offensive.

So with the large initial US presence, the level of VC forces needed to contest pacification starts high and remains high. If the NLF player chooses to build the NVA and go for an early big offensive, the VC cannot infiltrate South Vietnam effectively. The US player will clear the critical provinces easily, and pacification will proceed more quickly than it did historically. What the NLF player gains is a North Vietnamese regular army possessing considerable firepower. It is this firepower which inflicts the majority of US/ARVN casualties. It is also this army which makes possible a truly crushing offensive. Backed by replacements and aided by the VC, the NVA has the staying power to launch enough attacks during an offensive to cause a drop of 20 to 25 US morale points. It does not take many such offensives to close the gap between US morale and commitment.

Or, the NLF player can completely ignore the NVA and concentrate on a strong VC for the first few seasons. Not only is pacification slowed, but in the first two or three seasons there may well be a small net gain in VC-controlled population. The US player will be forced to use free fire extensively, and three or four worthwhile provinces will probably be driven into VC control because of it. Assuming you expended 50 commitment points in the first season, the NLF player will have 18 commitment points for second season VC production. You will be looking at all 70 VC battalions deployed again. The NLF player will have around 24 commitment points for season three, so you can expect to see no reduction then either. By now you are thinking "Why did I go for the fast build-up." Pacification is stalled, and the VC just keep coming back." Don't panic. The VC are at their strongest during the first two seasons. Beyond their battalions, they can create some expensive VC regiments. They can increase their initial strength only marginally.

As each season passes, add large amounts of firepower, upgrade the ARVN, and introduce enough US ground units to bring the force level up to that six or seven division level. This will enhance your search and destroy capability and produce higher VC unit and replacement losses. You will have locked the NLF player into a battle he can't win, and you'll be pacifying provinces despite the high levels of VC units fielded. The NLF player will be forced to put almost all commitment points into supplies and, by season four at the latest, personnel points for the VC draft. When the VC come out in strength and contest pacification, their losses will be high, and the original 143 VC personnel points will go quickly. The longer the NLF player concentrates on the VC-only strategy, the better it will ultimately be for you.

There are pitfalls to this strategy which are not obvious at first. The large VC losses raise the VC draft to ever higher levels. This plays into your hands as pacification picks up steam. The VC-controlled population starts to dwindle, making that ratio between VC draft level and population ever larger. Ultimately, pacification is not harmed, but the VC are. They become too expensive to build. The harder the NLF player fights with them early in the game, the sooner comes their demise.

Tactically, the NLF player always keeps some initiative because

he decides who runs the operations. Strategically, however, you have taken the initiative away with the rapid build-up. A slower historical build-up would let the NLF player keep pressure on pacification, but losses would be lighter and replacement costs less. There would be commitment points available to start building the NVA regulars. The rapid US build-up forces the NLF player to counter your moves, but without enough commitment points to do so adequately.

One last point about this build-up. The reinforcements brought in from season three onward are mostly support or artillery units. They are brought in because the old maxim "Firepower kills and more firepower kills better" holds true. Take a good look at the CRT. You can gain odds for an attack two different ways. You can mass bodies (ground strength points), or you can use some ground units and make up the difference with air, naval or artillery points. For example, pit 36 NVA ground strength points and 12 NVA artillery points against 12 US ground points and 36 air points. Both sides are evenly matched in total points. Assuming that terrain is not a factor and that a four is rolled, the NVA takes a 6-point loss and the US a 2-point loss. (NVA: 36 ground strength points plus 36 US air points to determine casualties; US: 12 ground strength points plus 12 NVA artillery points to determines casualties.) It doesn't take a massive number of ground units to prevail against the VC and NVA. It does require massive firepower.

The other side of our force equation is the Army of the Republic of Vietnam, the ARVN. We made a serious mistake historically by carrying most of the weight of the war on our shoulders for the first three years. People conform to expectations. We didn't expect very much out of the ARVN, and they didn't disappoint us. Belatedly, we started "Vietnamization," and got a glimpse of an army that could fight.

Letting ARVN take a larger share of the fighting earlier pays dividends for the US player. Never forget the fact that the US player starts the campaign with 520 very finite morale points, and they go quickly. Defeating the VC/NVA requires sufficient ground forces, firepower, and replacements. The US player can provide enough of all three if he builds up to historical levels and neglects the ARVN for the first three years or so. The US player will also lose in much the same manner as occurred historically. Even using the US force levels mentioned earlier, commitment and NLF offensives will force the start of US withdrawal somewhere between seasons 20 and 24. Larger US force levels would only hasten the departure date. Eventually the ARVN has to be upgraded. If done sooner, it means that less US forces are needed initially, and some US forces will stay on far longer than historically. This is significant because VC units will never fare well so long as US battalions are around to chase them down. ARVN units are not well suited to killing VC because of its

The VC's Problems With Pacification

To have a successful pacification program, you must defeat the VC and drive them out of as many provinces as possible. What may not be apparent is that as pacification becomes more successful, its success will be more harmful to the VC than the US and ARVN forces deployed against them. Pacification and the VC are irretrievably linked with the relation between the amount of VC-controlled population and the VC draft level.

The draft level begins at zero at the start of the campaign game, and increases with the expenditure of VC personnel and commitment points. They control 143 population points, yielding them 143 personnel points. These points go pretty quickly and then, as happened historically, NVA "volunteers" began filling the ranks. But, according to the rules, one NVA commitment point purchases 4 VC personnel points *so long as the ratio of VC draft level to VC controlled population remains at less than 4 to 1.* This purchase price will change. Keep the following ratios in mind:

it feeds upon itself. When the SVN government reaches the 140 morale point level and pacification gets a beneficial column shift. As provinces have more population shift to government control, the columns used for pacification become more favorable, speeding the loyalty slide to the south. The 4 to 1 ratio is the hardest to reach, with the 6 to 1 and 8 to 1 coming easier because as the population controlled decreases, it affects the ratio much more dramatically than the gain in the VC draft level. Here is an example:

Season	VC Draft Level	VC Population	Ratio
1	75	143	Less than 1 to 1
5	204	126	1+ to 1
10	309	105	2+ to 1
15	402	74	5+ to 1
20	498	55	8+ to 1

By the 20th season, the NLF player will be receiving a 35- to 40-point morale increase per season, but, to keep up the pressure on the US player, most and maybe all of this will have to be used for commitment. If by season 20, one VC

about twice as expensive to produce than the stronger NVA regulars. It also becomes harder to deploy the VC where they are the most effective — inside of South Vietnam. With the exception of the starting VC set-up, from season one onward, supply expenditure for VC unit creation is limited to the amount of VC-population controlled on a province-by-province basis.

For example, in the Summer 1965 season, Quang Gnai province has 9 VC-controlled population points. Since a VC battalion costs 2 supply points to create, up to 4 VC battalions could be placed in Quang Gnai, assuming no VC battalions were there during the initial placement. Several seasons later, if there are only 4 VC-controlled population points in Quang Gnai, only 2 VC battalions could be formed.

Neither of these examples takes into account the doubling of capacity through the use of VC supply conduits. When fewer VC battalions can be formed, it becomes easier for the US/ARVN forces to hunt them down. This enables the pacification die rolls to shift more population over to the government, making formation of the VC units inside of South Vietnam even harder. The entire pacification process becomes a vicious cycle for the NLF player, and a bright spot to be enjoyed by the US player in what will be a long and often frustrating war for him.

VC Draft Level: VC Population Ratio	A NVN Commitment Point Buys
Less than 4 to 1	4 VC personnel points
4 to 1 — 6 to 1	3 VC personnel points
6 to 1 — 8 to 1	2 VC personnel points
8 to 1 or higher	1 VC personnel points

In theory, one NLF commitment point will always buy 4 VC personnel points regardless of the ratio. But, as the draft level increases over the population ratio, more and more points are lost through higher desertion rates, falling South Vietnamese recruitment, loss of sanctuaries and higher casualties caused as fresh, inexperienced troops are thrown into battle in place of experienced VC guerillas.

Then, as pacification picks up steam,

battalion costs one NVN commitment point, the NLF player has a problem. To field even 30 VC battalions, plus the supplies to build them, plus replacements, would eat up all of the available commitment points. There is also the NVA regular army, far more battleworthy than the VC, which has to be built, upgraded, and supplied with replacements.

As the pacification goes against the VC, it becomes harder to justify building VC units which, counting supply, are

— *Tony Curtis*

"The most important problem experienced by American forces in Vietnam was not taking territory; US forces were strong enough to go anywhere that they were required. The problem was engaging the enemy. NLF forces could hide among the people, or melt away into the jungle when US forces arrived. The ARVN had been heavily infiltrated by NLF sympathizers; VC units frequently knew about an impending operation before the ARVN troops actually involved in it."

— *from the* Vietnam *rulebook*

low pursuit modifiers, but when fully upgraded are capable of defending against the NVA regulars. A US/upgraded ARVN in the last 20 seasons is a winning combination, able to keep the VC under control and the population gains under government control while holding off everything the NVA can muster.

US casualties are a constant drain because they require replacements which raise the commitment level and decrease morale. It only makes good sense to use the ARVN whenever possible to absorb losses. There will be enough cases where there are only US units available to take losses, so whenever possible, start operations with ARVN units included. This is essential when slugging it out with large NVA forces, where losses can be several strength points per round, and combat can last several rounds. Taking losses of that magnitude with US or FWA forces is unacceptable. The ARVN has to absorb the majority of the losses to prolong the presence of US ground forces. To do so, the ARVN must have enough SVN-controlled population to draw upon an ample replacement pool. And in order for the ARVN to remain strong throughout the campaign game, pacification has to succeed. The US player must boost the population under SVN control from the original 217 up to the 300 to 320 level during the course of the game.

When seeking to get the most out of each US commitment point, think about this: one commitment point buys seven SVN supplies. These supplies can upgrade three ARVN regiments and one ARVN armored battalion. For one commitment point you receive seven extra ground strength points (two per regiment and one for the battalion.) and six extra artillery strength points (two per regiment). Bringing in an equivalent amount of US strength would require at least two commitment points. The cost of ARVN artillery is equivalent to US artillery units, and will be needed when US withdrawl occurs. If the US player has neglected to form them he will pay an extra price during withdrawal. First, he will have to remove the US units he introduced in lieu of the ARVN units, then, he will have to remove additional units to lower commitment enough to provide supplies for building and upgrading ARVN units.

When starting the campaign game, the US player has 110 SVN supply (100 provided at the start and 10 for the 217 SVN population controlled). The US player can expend these to "create" an ARVN from the countermix. For the first season, the the ARVN should defend vital areas and supply assistance to arriving US forces. This means occupying all provincial capitals and major cities, and occupying Saigon with enough strength to prevent a game-winning *coup d'main* against it. Towns located off of roads should be occupied, but those on roads can be left open because towns occupied by the NLF count against pacification only if held by the NLF at the end of the season. NLF units place themselves at a disadvantage if they occupy towns on roads; the US player can run security operations against them before the end of the season. (Remember, there is no alert movement for the VC in a security operation.)

The initial countermix for the ARVN can take many forms, but don't create any augmented units on turn one and don't create any Rangers either — they just cost too much on turn one with the limited amount of supply available. Creating 3 ranger units on season one would only assure a 50/ chance of their use in search and

destroy operations (die rolls of 4 or above would keep them out) and would cost the equivalent of 10 regiments and a battalion, or 21 battalions you couldn't form. Here is a sample of available units and what can be formed:

UNIT	Inf Bn	Inf Rgt	Div HQ	Ar Cav	Ar
Available	18	41	13	17	12
Formed	18	35	0	6	12
Supply Cost	12	70	0	6	12

	105	155	175	Ranger	Replacements
	12	5	6	5	N/A
	0	0	0	0	20
	0	0	0	0	10 = 110

No artillery was formed on turn one: too expensive. The large number of battalions formed frees most of the ARVN regiments from occupation duties so they can join US units in search and destroy missions.

On seasons 2 through 4, the remaining armor or ar cavalry battalions are formed and the rangers are built. Seasons 5 through 10 are used to form HQ's and upgrade all of the infantry and HQ's units. Some artillery is formed. Seasons 11 through 20 are used to form the remainder of the artillery and activate the last 2 ARVN divisions (the divisions may be activated sooner in place of forming the artillery or upgrading the existing regiments). Five years into the campaign game, you will have a full-strength, augmented ARVN on the ground by the time any US withdrawals begin.

Now that you have your initial ARVN countermix, you are in for a real treat. Actually, it's the NLF player who will get the laughs. You have to determine the loyalty and ability levels for your one- and two-star SVN leaders. The system requires keeping track of each leader's current loyalty on the map, but it is well worth it. Nothing else conveys so well the can of worms we opened when we started doing business with an often corrupt and inefficient command structure. Ability levels range from abysmal to very good for one- and two-star levels, with most falling into the mediocre range. The US player gets the luxury of being able to assign ARVN divisions to corps as he sees fit, making it possible to compensate for poor corps commanders by placing good quality division commanders under them, and doing the reverse with good corps commanders an bad division commanders. If this were as far as it goes, there would be no real problems, but each one- and two-star leader also has a loyalty rating. Murphy's Law decrees that there will be at least one or two leaders with horrible ability ratings, but super loyalty ratings — in other words, you will never be able to get rid of them. I always had at least one division, and often two, permanently garrisoning province capitals or major cities. Conversely, I always had to replace at least one officer of above average ability because of loyalty ratings of 6 or below. Usually I was also able to replace at least one terrible leaders because of low loyalty.

The most important SVN leader to worry about is the ARVN chief of staff. He controls two divisions: the Rangers and the Paratroopers. They are swing units capable of going to Corps Areas requiring assistance, or where no division can function effectively under the Corps Commander due to low ability or low loyalty. Of equal or greater importance is that the C of S controls all ARVN artillery: itself a very powerful force.

Now, a bad corps commander can be worked around by some judicious division switching. Bad division commanders can be assigned to areas where at least their divisions defend vital cities or capitals, if nothing else. But a bad C of S is a serious problem. It turns your two swing divisions from assets into liabilities — just two more divisions suitable for garrisons. Worse yet, all the ARVN artillery becomes useless for most, if not all, offensive operations. Fortunately, chances of this happening are remote. Historically, the troops under the C of S were among the best in the ARVN, and you may want to make a second gentleman's agreement to ensure that the C of S has decent ability and loyalty ratings, even if it means increasing the odds that one or two of the Corps Commanders come out

below average.

The US player has another problem to take care of as quickly as possible: raising the SVN morale level to 140. First of all, as SVN morale rises, the loyalties of one- and two-star leaders will tend to rise, making a coup less likely. The US player does not need coups: they render most of the ARVN ineffective for the season and cost the US morale points. They decrease SVN morale by eight, costing the US additional commitment points. At a morale level of 140 or more, the pacification die rolls are shifted one column to the US player's advantage accelerating the slide of provinces into the government camp. It means that any province under VC control will be converted to government control over time if VC/NVA units are eliminated or forced out.

How can the US player help get SVN morale up to 140 as quickly as possible? First we have US commitment. Rapid build-up in the first two turns alone yields a 20-point increase to SVN morale (taking the first two turns representing 100 commitment points ÷ 5). Another facet, overlooked often, are the US aid programs. The first two aid programs per season cost one commitment point each and increase the SVN morale by ½ a die roll each. The average increase per season is 3 to 5 morale points; a very effective use of commitment points for the first two or three seasons. They shouldn't be needed after that, since any aid programs past the second per season yield only one point each. The commitment points used to buy them could be better spent elsewhere.

One other means of boasting morale is by not allowing provincial capitals to fall. It doesn't add morale to the SVN, but it prevents negative deductions. Progress in pacification also increases SVN morale. Once over certain levels, SVN morale increases. One method I found useful was unrestrained strategic bombing of the North for the first ten seasons; the 40 morale points was invaluable to the SVN efforts.

The strategic bombing of the North holds other benefits for the US player. During the first ten seasons, the NLF player's biggest constraint is in commitment points. He has the dilemma of trying to maintain the VC while building up the NVA. Why not add to his problems? Unrestrained bombing of the North eliminates 3 or 4 commitment points of supply each season from the amount being sent south. If the NLF player wants to form 50 VC battalions in the next season, he will be forced to allocate 13 or 14 commitment points so that he will have the necessary 100 supply points to send after the bombing is over. Upgrading the anti-air defenses will either lower the supply losses or raise the amount of US airpower necessary to keep them high, but upgrading costs commitment points. After 10 to 12 seasons, the South Vietnamese don't need much more help on their morale. The morale loss on the American side can't take much more either. In short, it's no longer cost-effective.

Bombing the trail has nothing to do with raising SVN morale, but while we are on the subject of strategic bombing, we should cover it.

Low-level trail bombing is used from the start. Eight air points guarantees one hit on the trail, reducing the first season supply capacity from 9 per commitment point to 8 per point. Assuming 15 commitment points are spent on supply, that reduction is the equivalent of 7 VC battalions not formed, or 45 replacements not created! If the NLF player wants to increase supply flow to where light trail bombing cannot cause any reductions, 8 valuable commitment points will have to be spent to raise the optimal trail status two boxes. If the trail status is not raised, keep up the light bombing. If it is, stop bombing for a while. When bombing the North is halted, recommence trail bombing with a vengeance. There is no morale point loss for trail bombing, and from the tenth season or so onward, the Achilles' heel for the NLF player is manpower for the VC, not supply. Pacification will be causing the ratio of VC draft to VC population to rise to where the NLF player no longer gets 4 VC personnel points for each commitment point expended. When the ratio reaches 6 to 1, only 2 personnel points out of the 4 are available for units or replacements (a reduction of 2). At 8 to 1, there is a 3 point reduction to 1 out of the original 4. If trail bombing inflicts enough hits to lower personnel capacity to 3 per commitment point instead of 4, a reduction of 2 at a 6 to 1 ratio means only 1 personnel point gets through. At an 8 to 1 ratio, the reduction of 3 means that none make it. The intensive trail bombing will force the NLF player to spend more commitment points to increase the trail status by several

"In most wars, there is a line or front, across which opposing forces face one another. Each combatant tries to hold onto his territory and push or maneuver the other into surrendering ground. Vietnam was different. Even at the height of US involvement, there were simply not enough US troops to hold a line along the entire length of the country and to prevent the infiltration of men and equipment. The result of this was very fluid combat."
— *from the* Vietnam *rulebook*

boxes and avoid the personnel reduction.

Part Two: Where Pacification Begins

In guerilla warfare, the side that defends everything ends up defending nothing. As the US player, you need to remember that even with the ARVN, you will never have enough forces to simultaneously pacify the entire country — so don't try. You do have enough forces to pacify what is vital initially, and then spread out for the rest as the campaign progresses. Never lose sight of which provinces are most vital in terms of population points. Compare your population control sheet with the government-controlled population levels at the start of the campaign game. Notice that none of the provinces with nine or more population points is so firmly in VC control that pacification is hopeless from the outset. Of the eight-point provinces, only Tay Ninh and Vinh Binh are solidly VC. The VC will be out in force from the first season onward, so not all of the big provinces will be saved for pacification from the start. The VC can't be everywhere either. They may field 65 to 75 units, but if they opt to overload several key provinces, they will be weak in many others. Your task becomes one of identifying the provinces to "let go" in the first season, and the provinces to fight for regardless of VC presence.

Starting with I Corps, here is an analysis of the provinces showing which should be defended and where free fire can be employed.

I Corps (5 provinces, 54 population points)

Quang Tri and Thua Thien are pro-government, the remainder are mostly VC-controlled. Quang Tri is vulnerable to attacks because of its proximity to the DMZ and the trail. In both Thua Thien and Quang Gri, you can use free fire, but for different reasons. First of all, I have developed a rule for free fire: any province where there is enough government-controlled population to let you roll for pacification using the right-hand (most favorable) column, you can use free-fire when necessary (lots of targets or NVA regulars in division strength or more) because even with the −2 for free fire, it's very hard to come up with more than small adverse results. Don't make a habit of using free-fire in firmly controlled provinces, but if you need strength elsewhere, or the province is being overrun, one or two seasons in a row is usually OK.

For other provinces where pacification rolls are made on the 2nd through 5th columns, free fire has to be used more selectively. You have to weigh the impact of a −2 for free fire against what the VC/NVA will have left in the province at the season's end if free-fire isn't employed. If not using free-fire would leave enough VC/NVA units alive to shift pacification by −2 or more, you may want to use free-fire as a one season stop-gap until you can get more ground force and firepower into the area. There are four provinces — - Quang Tri, Tin, Nam and Gnai — where this applies. Additionally, there are two provinces — Quang Tin and Quang Nam — where it may be necessary to use free fire for an extended period of time, driving both into the least favorable, pro-VC pacification column.

Should it become necessary to "write-off" an area for pacification initially, this will be one of the prime candidates because of the above reasons.

If the VC do concentrate in Quang Tin and Quang Nam, they are thin elsewhere, so you can afford to sacrifice a couple of otherwise desirable provinces in order to maximize the killing of the VC. Your pacification efforts in the areas the VC have left alone will more than ultimately offset your population loss. Later, with the one column shift, plus sufficient forces, these can be won back. Isolated from the trail, Quang Gnai will have to depend upon VC sea supply or pool supply. There is no border safe haven for the VC. If kept free of the VC, this 14 point province will slide over to the government side. Try at all times to keep enough ground troops and firepower in Quang Gnai where all VC can be eliminated without using free fire. This province should get "kid-glove" treatment.

The Provinces of South Vietnam

I CORPS
(5 provinces/54 pop. pts.)

II CORPS
(7 provinces/57 pop. pts.)

III CORPS
(7 provinces/47 pop. pts.)

IV CORPS
(16 provinces/131 pop. pts.)
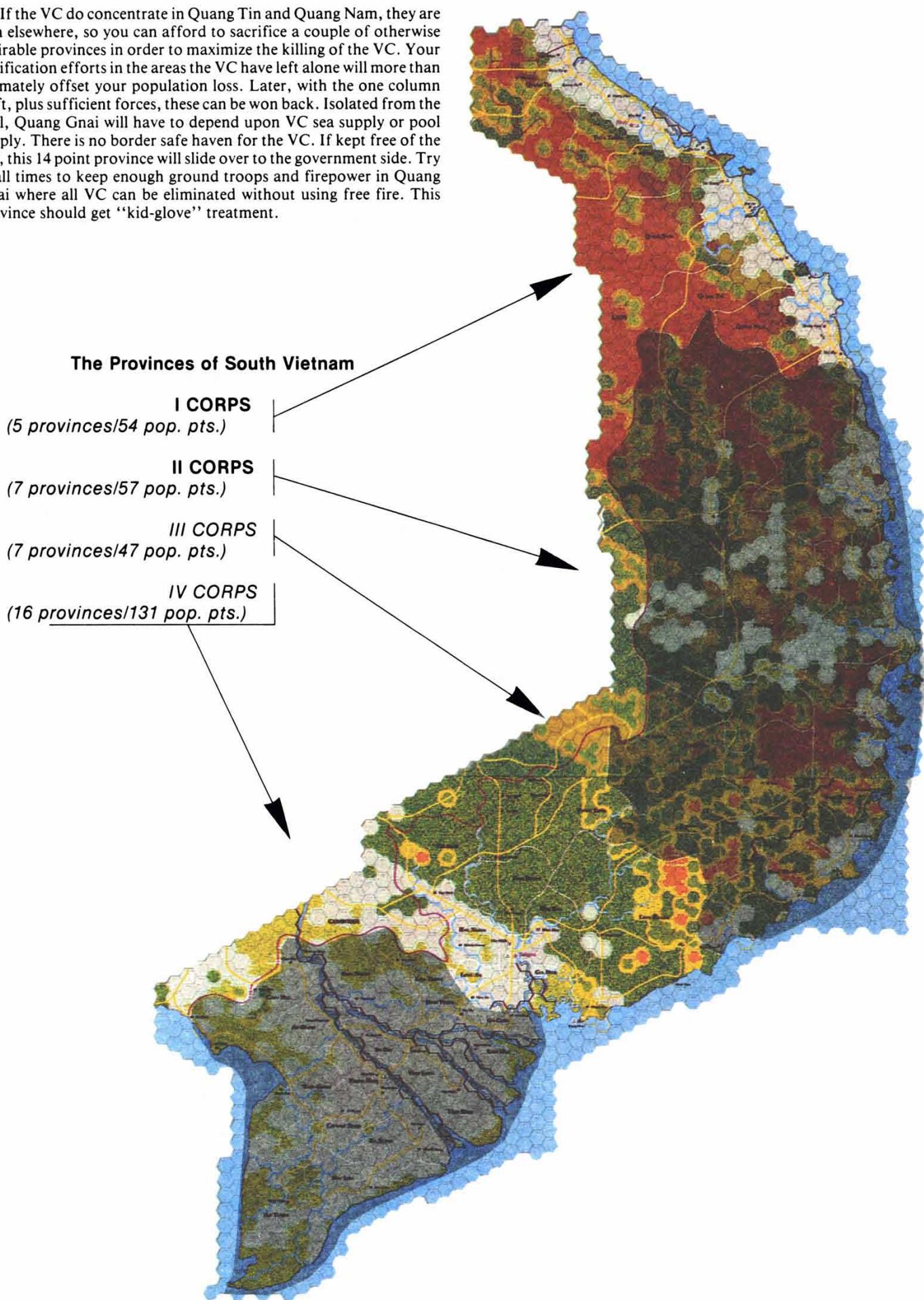
II Corps (7 provinces, 57 population points)

This region is divided into four coastal provinces, which must be secured, and three interior provinces which may be turned into free fire buffer zones. Binh Dinh, Phy Yen, Khanh Hoa and Binh Thuan account for 39 of the 57 population points. All are isolated from the trail. The main VC efforts will usually be in Binh Dinh and Khanh Hoa. It is vital to keep enough force in these provinces to preclude free fire, if possible, while completely clearing them of VC each season. Of the other three provinces, Phu Bon can be saved fairly early because it has only a small border with Cambodia and the trail. The border is easy to block and only a couple of VC battalions can be created there per season. Kontum and Tuyen Duc total only 11 population points. Both have substantial borders close to the trail. Both can be used for free fire early in the game while most available forces are used to pacify the coastal provinces. These two provinces are second of four areas where the US can "sacrifice" small amounts of population to gain more elsewhere.

III Corps (7 provinces, 47 population points)

Two provinces, Long Kanh and Bien Hoa, are so firmly in government control that the VC seldom bothers with them. Tay Ninh and Phuoc Long are so firmly VC that free fire is the order of the day for the first few seasons. Both have extensive borders with the trail. Both are subject to massive VC/NVA overloads. We are talking about 13 population points of which the Government starts with 2! Until the one column shift applies, it is not going to be possible to swing these provinces out of VC control anyway. This doesn't mean abandoning the provinces to the VC, it means killing them as economically as possible, allowing larger forces to clear more sensitive areas without free fire. Hau Nghia and Long An fall into the category of places to clear without free fire whenever possible.

IV Corps (16 provinces, 131 population points)

The provinces fall pretty much into two camps: a central core of highly populated provinces which have to be preserved for pacification, and exterior provinces which can be written off depending upon the presence of the VC. Here is how I divide them:

KEEPERS	Pop. Pts.	Govt. Cont.
Chau Doc	11	5
Kien Phong	8	6
Kien Tuong	8	6
An Giang	12	8
Sa Dec	6	3
Vinh Long	11	7
Ba Xuyen	9	4
Dinh Tuong	9	6
Kien Hoa	12	4
TOTAL	86	49

WRITE-OFFS	Pop. Pts.	Govt. Cont.
Kien Giang	8	3
Chuong Thien	6	2
Phong Dinh	7	1
An Xuyen	5	0
Bac Lieu	7	3
Vinh Binh	8	1
Go Cong	4	0
TOTAL	45	10

At first glance you might say that writing off 45 population points is too much, but the sad truth is that those seven "write-off" provinces could not be successfully pacified anyway. It would take an incredible amount of luck to swing Vinh Binh or Go Cong into the government fold until the one column shift is available. A large part of the ten government-controlled population points in those provinces would probably be lost through normal pacification die rolls before considering free fire. Depending on how the VC are deployed, provinces such as Kien Giang, Chuong Thien and Bac Lieu might be pacified early on. On the positive side, however, you are going to control 9 provinces which will eventually yield 37 additional population points versus the 10 you are losing on a temporary basis. I say

temporary because terrain and geography work heavily against the VC in the Delta. Most of the firmly controlled VC provinces are coastal provinces; isolated geographically from the trail and across-border sanctuaries. Supply must come either from the pool or by sea.

The terrain is also not favorable. In the entire IV Corps there are only two hexes providing more than a − 1 defensive shift. The extensive marshlands and river system often act as detriments to the VC because US units using airmobile or amphibious points can pursue faster than the VC can run. The initial US position in the central core of provinces allows your forces to expand outward, pushing the VC across the border in one direction, and into the sea in the other.

Deploying Your Armies

The ARVN is fairly straightforward: for I Corps and II Corps, five divisions and half of the battalions. Only the provincial capitals in the II Corps "write-off" provinces should be garrisoned. Place + 2 divisions in III Corps and Saigon; + 3 divisions in IV Corps. The rest of the battalions will garrison provincial capitals in both Corps areas. The majority of divisional units in III Corps should be in the Hau Nghia/Long An area. The majority in IV Corps should be in the "Keeper" provinces.

Of the US units, place the remainder of the 3rd Marine Division at Qui Nhon. The 1st Air Cavalry has the Divisional HQ and one brigade in Saigon, one in Vung Tau, and the third at Cam Ranh. The 101st Airmobile Division deploys into both Can Tho and My Tho in IV Corps. Deploy one 155 battalions with the 101st Division, one at Cam Ranh, and the third in Qui Nhon. On the second season, deploy the American Division in the I Corps/II Corps area, and the 25th Division in the Delta. Subsequent reinforcements enter as the situation dictates.

Initially, the units you bring in should deploy in second status (headquarters on map and battalions without artillery attached). You will need the units deployed as battalions to go after the numerous VC units. In second status the pursuit modifier is one greater than if the artillery is attached directly to the battalions.

Later in the game, when the NVA regulars start to appear in force, some of the brigades will be recombined into first status single unit brigades to receive the enhanced combat power and pursuit necessary to take on the NVA.

Always take the war to the VC or the NVA. Remember that there is no place inside South Vietnam where the VC or NVA can hide from US/ARVN forces. You have the mobility and firepower to crush anything in sight, so use it. When you write-off a province to the VC, don't pull out permanently. Go after the VC there too. You job in this case will also be easier, since you can use free fire and make your interdiction, air and artillery strength all the more potent. You can utilize true economy of force by dispatching the VC in the write-off provinces with a smaller force while reserving the majority of your forces for the non-free fire sweeping of the critical provinces. In 10 to 15 seasons, the pacified coastal and populous provinces will allow you to move your campaign into the border and fringe provinces. The preponderance of US/ARVN forces along the border will allow pacification to proceed even here without using free fire. Those few VC units which can be deployed in the interior or coastal provinces can be hunted down by small airmobilized forces. You are collecting the much-needed population points in a highly efficient manner, beginning with those provinces which can be won without the one column shift.

Fighting the VC and NVA

Given the US commitment point and morale level constraints, you will find yourself playing not only against the VC and NVA, but also against the clock. You need a good dose of fighting smarts, because your opponent controls two entirely different types of forces. The VC units are not very combat worthy, but their ability to make reaction movement requires large amounts of force to trap them. When in clusters of four to six units, they are difficult to surround and destroy. They can use strategic movement not only to escape from dangerous situations, but also to position themselves at the end of a season to affect the upcoming pacification die rolls.

The NVA units cannot react, but they are far stronger, especially in artillery. It takes a great deal of firepower to amass favorable odds against them, particularly in the mountains. Their primary value to

the NLF player is to inflict casualties on the ARVN and US forces. Although good on the attack, the NVA units are at their best when occupying terrain that the US player must retake.

Conduct efficiently your search and destroy operations. This is obvious, but vital to note since these operations will account for destroying ninety percent of the VC units. This operation is important and complex enough to warrant coverage in a separate article. (*See the next issue of the Victory Insider. Editor.*)

While you must be aggressive against the VC and NVA, this does not mean taking foolish risks which cause excessive casualties or cost morale points. Do not fall victim to the "attack at all costs" syndrome, especially when only US or FWA units are involved. Every replacement point consumed in combat brings you closer to the point where withdrawal has to begin. Be very sure that there is an offsetting benefit for the losses you take.

Then there are the times when you will be able to bring overwhelming strength to bear against the VC/NVA. Your chances of taking casualties can be reduced if you leave some ground units out of the attack. Throwing your results into a lower column will lessen the odds of destroying or chasing off the target units, but trading losses is an attritional game that the NLF will ultimately win. So long as the NLF player has uncommited units within striking distance of

US units, it is the foolish US player who allows his replacements to fall to zero. There is no situation where a three-point US morale loss for a unit loss is justfied. It is better to lose a provincial captial or take a temporary setback in pacification rather than lose a US unit. It is also a foolish US player who uses units of the 1st Air Cavalry and 101st Airmobile after all airmobile points have been used. Any airmobile loss suffered would cost an entire morale point. You will have a hard enough time against the NLF without providing aid and comfort to the enemy in the form of costly errors.

Keep ground, artillery and air points reserved for emergencies. In this game you must keep reserves. If you commit everything and the NLF player still has units uncommitted, you can bet they will be used during the last part of each second seasonal turn to disrupt the upcoming pacification die rolls in the ensuing seasons. Here are two examples: In IV Corps you have used all available US and ARVN units in the second turn to clear the Delta, and you have done a good job. But there are five uncommitted VC units just across the border from Chau Doc. With no US or ARVN units to interfere, the NLF player runs five consecutive strategic movement operations to place these VC units in five cultivated hexes of An Giang province. Score a *5* on the pacification die roll. The US player will be very lucky not to lose any population, and the *5* makes it certain that none will be gain-

USING THE FLOW CHARTS

The procedure of the Operations Phase is somewhat complex and different from most other games. These charts, or schematic representations, have been provided to clarify and summarize the events of the Operations Phase. Like the Sequence of Play, these charts specify what must be done, and the order in which it must occur. To use the charts, start at the top of the general Operations Flow Chart (below) and follow the arrows, answering the questions posed in the tinted boxes either "yes" or "no"; in each gray box, follow the instructions. If you are

undertaking a security, search and destroy, or clear and secure operation, the general Operations Flow Chart will direct you to the appropriate specialized chart on the following page. When you come to a box marked "Return to Begin Operation," start again with the general Operations Flow Chart. The Operations Phase has not ended until you reach the "End Operations Phase" of the general chart. Note that these charts are merely aids, and the rules themselves are final authority in any dispute.

Operations Flow Chart
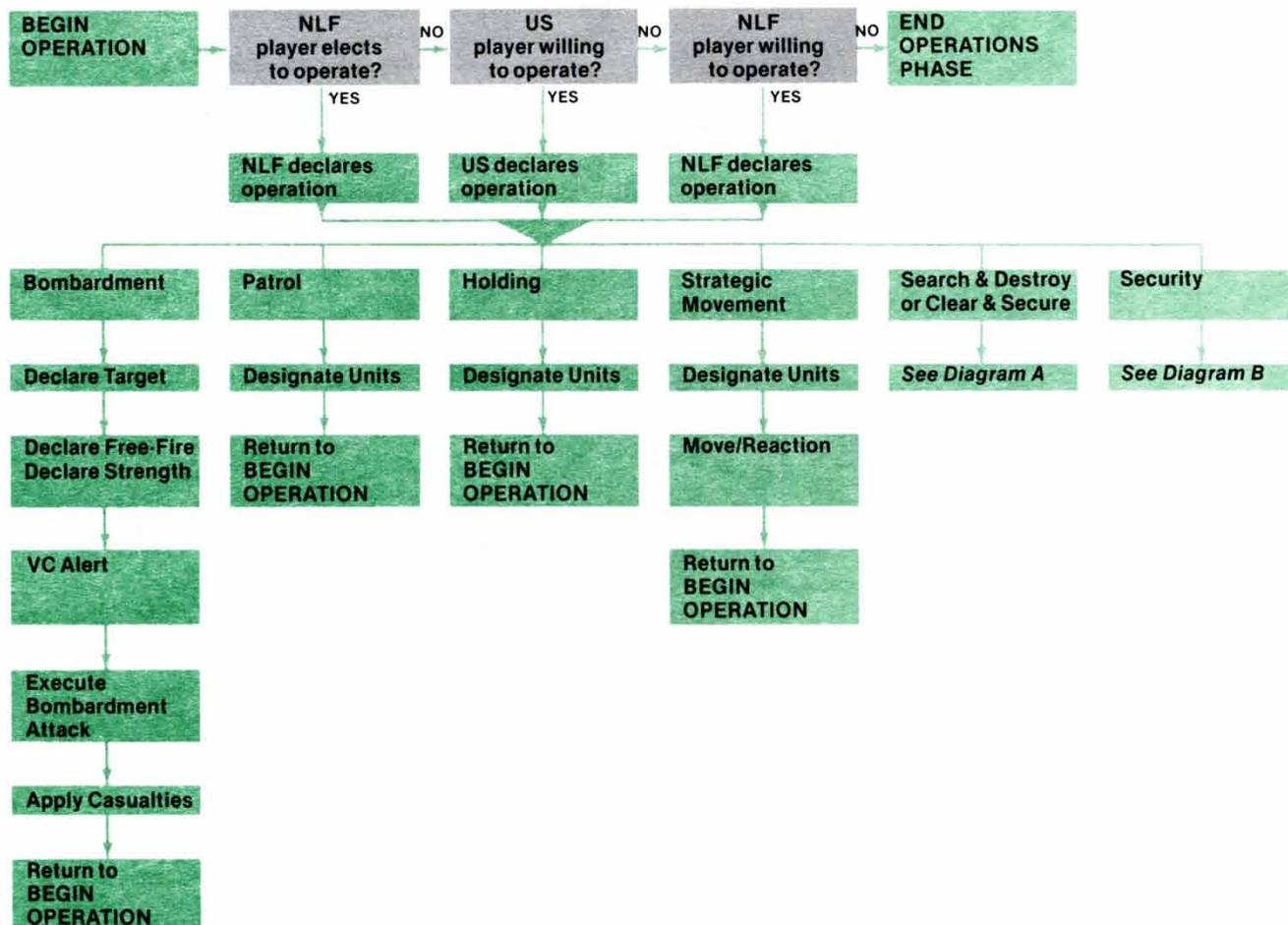
DIAGRAM A:

Search and Destroy/ Clear and Secure

Security Operation

Search & Destroy or Clear & Secure

Designate Units

Is operation US Search & Destroy? — YES → Roll for Rangers & place if desired

NO

- Select Target Hex
- Declare Support/ Free-Fire
- Movement/ Reaction
- Offensive Interdiction

1

Alert Roll ← Are there VC defenders?

YES / NO

2

Dispersal

Any target units in adjacent hexes or hexes occupied by operating units? — NO → Return to BEGIN OPERATION

YES

Alert Move

- Offensive Interdiction
- Defensive Interdiction

2

Any operating units in target hex? — NO → Does operating player wish to attack?

YES / NO↑ / YES

- Determine modifiers to combat die
- Die roll
- Apply Defender Casualties
- Apply Attacker Casualties
- Retreat/Defensive Reserve Activation and Movement
- Pursuit (−2 for Clear and Secure)/ Offensive Reserve Activation and Movement

If operation is Clear and Secure, units may be assigned to Patrol or Holding operations.

Remove Interdiction Markers

Security Operation

Designate Single Stack on Road

Declare Support/Free-Fire

Move Designated Stack

Offensive Interdiction

Is stack in an enemy-occupied hex? — NO → Reaction

YES

1

Offensive Interdiction

Return to BEGIN OPERATION

Defensive Interdiction

Determine Combat Die Roll Modifications

Roll Die

Defender Casualties

Attacker Casualties

3

Retreats

Remove Interdiction Markers

Is hex still enemy-occupied? — YES → Are all operating units withdrawn? — YES

NO / NO

1. Offensive interdiction counts toward first round fire.
2. If operation is Clear and Secure, units may be assigned to Patrol or Holding Operations.
3. Attacking units may withdraw.

ed. To add insult to injury, the NLF player runs five consecutive strategic movement missions at the start of the next turn, moving the VC units back over the border in safety.

In I Corps you have again done an outstanding job of clearing the VC and NVA out. As the second season closes, two uncommited NVA divisions come across the DMZ and attack Quang Tri City. You are out of air points and your artillery has been committed elsewhere. The only uncommitted ground units are too far south to enter as defensive reserves. The NVA enter the city, taking heavy losses that are offset by the fact that next turn, Quang Tri's pacification die roll will be modified by -11! Chalk up a major population shift, and many seasons of careful pacification have just been blown away. Again, the NLF player conducts strategic movement operations to get the NVA regulars far away from the scene of the crime while you stand by powerless to halt their flight.

But, there are ways to counteract this end of turn threat from the VC and NVA. First of all, leave some ground, air and artillery units uncommitted near threatened areas. There mere existence of these reserves will discourage all but the most massive and determined NVA attacks. When the VA or NVA units threaten to head for cultivated hexes, use your reserves to play cat and mouse with them. The larger the number of uncommitted VC or NVA units, the more you keep uncommitted. If the NLF player has five uncommitted VC units, but see that you have the strength to destroy the first four that come across, the gain he can get out of the fifth unit will not outweigh losing the first four. Another way to counter VC and NVA units that have successfully moved is to make it impossible to strategically move back on the next turn. Place US/ARVN units between the VC/NVA and the border on patrol operations in the special operations designation phase. Also, units can be strat moved during the US/ARVN strategic phase to interpose themselves between the VC/NVA and the border. Both types of operations can be carried out before the NLF player gets a chance to perform operations during the next turn. This way, the offending units will pay the price for the damage they did.

There is a more passive means to discourage VC/NVA strategic movement. In particularly vulnerable stretches of the border, position some of the chronically ineffective ARVN regiments. Among their few redeeming virtues is that they still possess a zone of control. Place them 2 hexes inside the border with 2 hexes between each unit. With 5 ranger units in the holding box the border will cost terrain + 2, and each of the next three hexes will cost terrain + 1 to exit. Even a VC unit with 21 movement points will find it tough to go too far. Most of the desirable coastal cultivated hexes will be out of range. These slow-down units placed near the border make the NLF player think twice about creating units further inside Vietnam, especially in the mountains, because US/ARVN units inside the borders don't just impede entry, they also hinder or block retreat. FWA units such as the Koreans or the Queen's Cobra Regiment are even better because they can be put on patrol, making movement cost terrain + 2 to exit. Left alone, they are vulnerable to casualties, so try to stack an ARVN battalion with them to absorb the losses.

It is far cheaper to occupy some hexes within South Vietnam with a single unit than it is to use several units apiece to drive the VC out of each one.

In the Delta some of these troublesome hexes are 1373, 1775, 1966 and 2066. In the mountains of I Corps and II Corps, some of the hexes you might want to deny to the VC are 5631, 4919, 5548, and 4734. Each of these hexes gives a VC unit a terrain movement factor of + 3 on an alert roll. The hexes surrounding the above hexes generally cost less to enter, making escape easier and requiring more US/ARVN units to block the escape routes. Much of the time you can use final round pursuit bonuses from nearby operations to position units in these "perfect" VC hexes to deny them to the VC in the next recruitment phase. If you don't have the units to pursue, then use ARVN battalions, ineffective ARVN Regiments or the Philippine unit to occupy these hexes. Another way to advantageously use final round pursuit is to create a couple of stacks of ARVN or ARVN/FWA units on roads using final pursuit. These will be available for security operations on the following turn. They will be strong enough to crush the average VC battalion caught on a road, and powerful enough with air strength added to do the same to any NVA units found. If the units are not needed for security operations,

simply move them out as needed to nearby search and destroy operations.

The NLF player can heavily contest a province by using a supply conduit to double the number of VC units created in a province, forming them into clusters. As many additional units as possible will be strat moved across the border to form additional clusters. Once established in clusters, the VC are very hard to displace, and cause adverse pacification results. The US countermeasure is to "checkerboard" these contested provinces so that VC clusters cannot develop. Picketing the border is a good way to start. Augmented ARVN infantry battalions are good also. They have no zones of control, but they can deny hexes and block retreat. The US armored cavalry squadrons placed on patrol status often provide an effectiveness to this "checkerboarding" out of proportion to their low ground strengths. Again, the NLF player may have second thoughts about committing large numbers of VC units to areas where they cannot cluster or escape. Deploy your ground units where they will be most effective. Mechanized battalions and armored battalions work best along roads, clear hexes and grassland hexes where their high pursuit bonuses can be exploited. They do pretty well in hills, but become very marginal in most other types of terrain. Your airmobile units can be used to greatest effect in the mountains, forested hills and, surprisingly, the marshlands of the Delta (where they weren't employed historically).

Speaking of pursuit in the Delta, there is one method which beats airmobile, and that is the amphibious point. They are expensive to acquire, but you only need two or three of them since they cannot be destroyed.

Use your dedicated artillery, primarily the division HQ's and the American DS unit. These units can support any operation in range without being tasked so long as at least one of their respective subordinate units is taking part. This is one of the greatest force multipliers in the game if you use it correctly. You have to do a little planning to make sure that these units will be within supporting range of two or preferably three operations per turn. Because you will need more firepower in the mountains of I Corps it only makes sense to employ the American Division there where the multiplier effect of its dedicated artillery can be put to best use, freeing support points for other needed areas.

Don't be afraid to invade Cambodia or Laos. The best time to do so is immediately preceding an NLF offensive. This allows you to destroy a lot of potentially destructive units cheaply on the other side of the border, where free fire has no negative consequences. This is especially true of the open terrain opposite III Corps and IV Corps. Often enough damage will be done that the entire offensive will have to be called off in order to rebuild units and replacements. Figuring out when an offensive will commence is not as tricky as you might think, assuming of course, that the NLF player is planning on throwing a full-fledged one. The first tell-tale sign is a really large accumulation of NVA, and possibly VC, replacements. Offensives require a great number of replacements to be truly effective. This is because an offensive's success is proportional to the number of attacks made, and NVA/VC attacks, relying more on ground strength points than artillery, are expensive.

The second clue is that many NVA units generally wait in the safety of the trail holding boxes until an offensive is imminent, and emerge the turn before an offensive is declared. If the US player has collected air points as he should have, the NVA forces will be forced into hiding or lose 20 to 30 SP's per *turn* to bombardment attacks. Pay special attention to what the NLF player does during each winter season. If an offensive comes, it will usually be in the spring season because of the 25% reduction in US air and airmobile points due to monsoons. Invasions to destroy NVA units retreating during or after an offensive can be very effective also.

In summary, the 1965-1975 campaign game is winnable for the US player, but the victory won't be cheap or easy. Start big with the US forces, use the ARVN as much as possible, accumulate firepower instead of ground troops, put priority on securing the areas yielding the most population points to the SVN government, and take the war aggressively to the VC and NVA wherever they may be. You will be able to hold the strategic initiative from turn one and never relinquish it.

Battle-tested

A Leadership System For The Civil War

By Glenn Rahman

Part One: Untried Leaders

During the Civil War, both sides, but particularly the Union, were plagued with many incompetant generals. Disasterously, there was really no objective test of a leader's capabilities before he was delegated responsibility. John Charles Fremont, "The Pathfinder," had earned an impressive name for himself in Western exploration. He had also been instrumental in the bloodless conquest of California in 1846 during the Mexican War. Why should anyone have suspected that when placed in charge of a theatre of war, his office would become a bottleneck of passivity and misdirection?

Although it is probably that few games deliver their subject better, Victory Game's *The Civil War* suffers from the old problem of having to give too much information to the players in some cases. To be realistic, Leaders have to be rated in respect to their historical performance, as the game does. But in rating them, the player knows before the first shot is fired how skillful a particular Leader is. He therefore enjoys a kind of "hindsight" that Presidents Lincoln and Davis never possessed. What player would ever take Fremont out of St. Louis, except to keep him out of the way of an advancing Confederate army before he messes things up. The hapless B.F. Butler, who historically was granted important commands, is destined never to be removed from Ft. Monroe, where he can't do much harm.

Wouldn't it be more authentic and interesting if each Leader's abilities could come as a surprise to all concerned — especially the player to whom the Leader belongs? Wouldn't this better approximate the dilemma of the wartime presidents — as well as add an element of surprise that most gamers like to see?

THE VARIANT

Preparation: A set of alternate Leader counters for both the Union and Confederate forces has been provided in the cardboard insert to *The General*. If you have that sheet, skip on to the next section.

Just in case you've lost your insert, complete instructions are provided below. Do not make alternate counters for the three Union Naval Leaders. At all times they are governed by the standard rules.

The counters should be blank, except for being identified by the national color and a number of stars to denote the rank of the Leader each represents. The variant counters that represent the Cavalry Leaders shall have the cross-swords symbol printed on them.

The Confederate set of variant counters shall be comprised of:
Six 3-star Leaders
One 2-star Leaders
Fifteen 1-star Leaders
Four 1-star Cavalry Leaders
The Union set of variant counters shall be comprised of:
Eight 3-star Leaders
Six 2-star Leaders
Fourteen 1-star Leaders
Five 1-star Cavalry Leaders
These alternate counters represent the "untried," unrevealed Leaders.

Set up

1861 Scenario: In 1861, **all** Leaders are untried. Each player provides himself with four wide-mouth cups. Take the Leader counters provided with the standard game and place them in the cups, separated by rank.

From the supply of variant counters, place a unit of equal rank (in terms of stars) upon the map where a Leader is supposed to be deployed. For example, a blank 3-star Confederate variant counter should be placed in Nashville. That is 3-star Leader's Albert S. Johnson's deployment hex.

Place the remaining variant counters on the turn record track in place of the leaders due to enter the game. Differentiate between Cavalry and ordinary Leaders.

1862 and Later Scenarios: In these scenarios, some of the Leaders may be assumed to have been tested in combat. These are the Leaders which the scenario starts already deployed on the map. Variant counters should be used on the turn record track.

How to Use Untried Leaders

An untried Leader may serve only one function before he is revealed: movement. All Union untried Leaders are assumed to have an Initiative Rating of 3. All Confederate untried Leaders except Cavalry Leaders have an Initiative Rating of 3. Confederate Cavalry Leaders have an Initiative Rating of 2.

An untried Leader may take on all functions of movement normally, including entering enemy-occupied hexes and controlling hexes.

Within a rank, there is no superiority amongst untried Leaders. A revealed Leader always outranks an untried Leader of the same rank.

When to Reveal Untried Leaders

The rule of thumb is to reveal the minimum necessary for each game function.

1. If one or more untried Leaders is present in a hex with a demoralized force and no Leader of the highest rank present is revealed, *one* Leader of the highest rank is immediately revealed. At that time the player must expend Commands to rally the force, unless he does not have sufficient Commands remaining. To reveal an untried Leader in this situation, the players must have the following number of commands: 3-star — Confederate 2, Union 3; 2-star — Confederate 3, Union 2; 1-star — both players 2.

2. If an untried Leader is in command of an Army and the army must React to enemy movement, the Leader's identity is revealed. If other untried Leaders of the same rank are with the army, they are not revealed (even though one may later turn out to "rank" the revealed Leader).

3. If a Leader commands a force which is not an army in combat, his identity is revealed (even though one may later turn out to "rank" the revealed Leader).

4. If an Army becomes engaged in combat, *all* untried Leaders in it are immediately revealed. After the revelation, the highest ranking Leader in the army is assumed to be in command of the Army.

Other Rules:

1. If a Leader is up for promotion, he must be revealed.

2. If an untried Leader is killed, he is immediately revealed.

3. If an untried Leader is wounded and hence ineligible for promotion, he remains unrevealed. His variant counter is placed on the turn track and, later, in the Leader Pool.

4. Once a Leader is revealed, he functions according to rule 2.5.

Part Two: Cavalry Leaders

Despite the usually high quality of the simulation in *The Civil War,* the Cavalry rules fall somewhat short of the desired end.

Taken as a whole, the rules hamstring Cavalry operations by making them too expensive relative to the rest of the action. It is hard to understand the reason for this, since Cavalry is further restricted by the rules governing the control of hexes, and the strength which each Cavalry Leader may command.

The effect of these rules is to allow very little of the daring and far-ranging cavalry raiding that was typical of the War Between

The War of Nerves

A New Scenario For *NATO: The Next War In Europe*

By Bruce Maxwell
Designer of NATO

The War of Nerves scenario examines the problems that the Soviet Union would face in deciding how to launch an invasion. There are a great many different approaches that could be taken, some aimed at maximizing surprise and others aimed at maximizing preparation. The Soviet Union would have to decide which units to mobilize, and how long to mobilize, before striking. It would have to decide whether it wished to attack out of barracks, or under cover of a massive maneuver exercise. It would have to decide which minor allies it could trust to alert ahead of time and which would be best left in the dark until the last minute. It would have to decide how many reinforcements could be sent to the forward Fronts without unduly alarming NATO's intelligence agencies. These, and a great many other factors, would make for a very complicated planning job, especially considering the difficulty of estimating NATO's alertness, and the countermeasures NATO might take. In this scenario, the Warsaw Pact player must lay his own plans.

The War of Nerves scenario is played with its own set of special rules. The basic concept is that play begins in peacetime, as in the other three scenarios. However, unlike those scenarios, war does not automatically break out on the second Game-Turn. Rather, war breaks out only when the Warsaw Pact player chooses to declare war. The key feature of this scenario is the relationship between the Tension Level and NATO's Alert Level. The Tension Level is determined by which preparations for war the Warsaw Pact player has initiated. The more preparations, the higher the Tension Level. The Tension Level in turn affects NATO's Alert Level. The higher the Tension Level, the greater the chances that NATO's Alert Level will improve. NATO's Alert Level determines NATO's readiness to meet an invasion.

NEW MARKERS

In order to play this scenario, five new markers are required: 1) a Peace-Turn Marker, 2) a Soviet Mobilization Marker, 3) a Warsaw Pact Minor Ally Mobilization Marker, 4) a NATO Mobilization Marker, and 5) a French Activation Marker.

WAR AND PEACE

The scenario starts during peacetime and remains there until the Warsaw Pact player declares war. At the start of the Game, the Peace Marker is placed in the Game-Turn One box of the Game-Turn Track, and advanced one box at the start of each new turn of peace. The box currently occupied by the Peace-Turn Marker is referred to as the Peace-Turn. During a Peace-Turn, no unit belonging to either player may enter enemy territory, nor may either player execute any form of combat. During Peace-Turns, both players are subject to additional movement restrictions which vary depending upon NATO's Alert Level and the various pre-war preparations that the Warsaw Pact has initiated.

The Sequence of Play during Peace-Turns is reduced to only three phases for each Player-Turn: the Reinforcement/Activation/Declaration Phase, the Detraining Phase, and the Movement Phase. In addition, the NATO Player-Turn is skipped entirely when NATO is at certain Alert Levels.

The Warsaw Pact player may declare war at the start of any Peace-Turn from the start of the game onwards. The Warsaw Pact player must declare war by the start of the Fifteenth Peace-Turn or he forfeits the game. Once the Warsaw Pact player has declared war, all normal rules of play apply. The Peace Marker is removed from the Game-Turn Track and the regular Game-Turn Marker is placed in the Game-Turn Two box. The box currently occupied by the Game-Turn Marker is referred to as the War-Turn. The scenario is then played from Game-Turn Two through the end of Game-Turn Eight, or Game-Turn Fifteen, as the player's desire.

NATO ALERT LEVELS

There are four possible NATO Alert Levels: 1) No Alert, 2) Alert Condition One, 3) Alert Condition Two, 4) Alert Condition Three. NATO starts the scenario at No Alert. At the start of each NATO Player-Turn before war has been declared, the NATO player rolls one die. If the result is less than or equal to the current Tension Level, NATO's Alert Level increases by one. Once war was been declared, all peacetime restrictions associated with NATO's Alert Level end. However, NATO's Alert Level at the instant the war is declared does affect the point allocations and reinforcement schedules that apply for the remainder of the scenario.

No Alert

During each Peace-Turn that NATO is on No Alert, NATO's Player-Turn is skipped. However, the NATO player may roll to increase his Alert Level after each Warsaw Pact Player-Turn. As soon as war is declared, the NATO player may execute normal Player-Turns.

If the Warsaw Pact player declares war when NATO is on No Alert, the scenario is played according to the following rules:

* The Warsaw Pact player uses the Organic Supply period listed in the Tactical Surprise Scenario.
* The Warsaw Pact player receives the Airstrike Bonus listed in the Strategic Surprise Scenario.
* The NATO player uses the Initial Point Allocations and Activation Schedule listed in the Strategic Surprise Scenario.
* The NATO player receives reinforcement units and transport points for the current War-Turn as per the Strategic Surprise Scenario.
* The NATO player receives Victory Points for Chemical Warfare as per the Strategic Surprise Scenario.
* Both players receive Air Attack Points and Chemical Warfare Points for the current War-Turn according to the Strategic Surprise listings on the Game-Turn Track.

Alert Condition One

During each Peace-Turn that NATO is on Alert Condition One prior to the initiation of Warsaw Pact Maneuvers, NATO's Player-Turn is skipped. However, the NATO player may roll to increase his Alert Level after each Warsaw Pact Player-Turn. Once the Warsaw Pact player has initiated Maneuvers, the NATO player may choose to activate all non-French NATO units in West Germany at the start of any subsequent NATO Player-Turn (see Maneuvers). NATO's Player-Turn is then executed normally within the restrictions of peacetime play. Once war has been declared, there are no further restrictions on NATO's Player-Turn.

If the Warsaw Pact player declares war when NATO is on Alert Condition One, the scenario is played according to the following rules:

* The Warsaw Pact players uses the Organic Supply period listed in the Tactical Surprise Scenario.
* The NATO player uses the Initial Point Allocations and Activation Schedule listed in the Tactical Surprise Scenario.
* The NATO player receives reinforcement units and transport points for the current War-Turn as per the Tactical Surprise Scenario.

* The NATO player receives Victory Points for Chemical Warfare as per the Tactical Surprise Scenario.
* Both players receive Air Attack Points and Chemical Warfare Points for the current War-Turn according to the Tactical Surprise listings on the Game-Turn Track.

Alert Condition Two

During each Peace-Turn that NATO is on Alert Condition Two prior to the initiation of Warsaw Pact Maneuvers, NATO's Player-Turn is skipped. However, the NATO player may roll to increase his Alert Level after each Warsaw Pact Player-Turn. Once the Warsaw Pact player has initiated Maneuvers, the NATO player may choose to activate all NATO units in West Germany at the start of any subsequent NATO Player-Turn (see Maneuvers). NATO's Player-Turn is then executed normally within the restrictions of peacetime play. Once war has been declared, there are no further restrictions on NATO's Player-Turn.

If the Warsaw Pact player declares war when NATO is on Alert Condition Two, the scenario is played according to the following rules:
* The Warsaw Pact player uses the Organic Supply period listed in the Tactical Surprise Scenario.
* The NATO player uses the Initial Point Allocations and Activation Schedule listed in the Extended Buildup Scenario.
* The NATO player receives reinforcement units and transport points for the current War-Turn as per the Extended Buildup Scenario.
* The NATO player receives Victory Points for Chemical Warfare as per the Extended Buildup Scenario.
* Both players receive Air Attack Points and Chemical Warfare Points for the current War-Turn according to the Extended Buildup listings on the Game-Turn Track.

Alert Condition Three

If the NATO player enters Alert Condition Three before the Warsaw Pact player has declared war, the following effects occur:
* The NATO player may start to execute normal Player-Turns within the restrictions of peacetime.
* All NATO units except French units in Franch are automatically activated, regardless of whether the Warsaw Pact player has initiated Maneuvers or not.
* The NATO player immediately receives the Initial Point Allocations listed for the Extended Buildup scenario.
* The NATO player immediately places the NATO Mobilization Marker in the Game-Turn One Box of the Game-Turn Track and the French Activation in the Game-Turn Four box. At the start of each subsequent Game-Turn, the NATO Mobilization Marker is advanced by one box. The box currently occupied by the marker is referred to as the Mobilization-Turn. During the NATO Reinforcement Phase of each NATO Player-Turn, the NATO player may enter the ground unit and transport point reinforcements listed in the Extended Buildup scenario for the current Mobilization-Turn.

Thus, on Mobilization-Turn One, the NATO player may enter the Game-Turn One ground reinforcements listed in the Extended Buildup Reinforcement Schedule. On Mobilization-Turn Two, the NATO player may enter the Game-Turn Two ground reinforcements listed in the Extended Buildup Reinforcement Schedule and the Game-Turn Two transport point reinforcements listed for Game-Turn Two on the Game-Turn Track, etc.
* When the NATO Mobilization Marker is moved into the Game-Turn Four box, all French units in France are activated.

If the Warsaw Pact Player declares war when NATO is on Alert Condition Three, the scenario is played according to the following rules:
* The Warsaw Pact players uses the Organic Supply period listed in the Tactical Surprise Scenario.
* The NATO player receives Victory Points for Chemical Warfare as per the Extended Buildup Scenario.
* Both players receive Air Attack Points and Chemical Warfare Points for the current War-Turn according to the Extended Buildup listings on the Game-Turn Track.

WARSAW PACT STARTING CONDITIONS

At the start of the scenario, the Warsaw Pact player receives the Initial Point Allocations listed for the Tactical Surprise Scenario. In addition, all Soviet and East German units onmap are considered to be activated. Note, however, that these units may not move until the Warsaw Pact player has initiated Maneuvers.

SOVIET MOBILIZATION

At the start of the scenario, the Warsaw Pact player should place his Soviet Mobilization Marker in the Game-Turn One box of the Game-Turn Track. At the start of each subsequent turn of peace or war, the Soviet Mobilization Marker should be advanced by one box. During the Reinforcement Phase of each Warsaw Pact Player-Turn, the Warsaw Pact player receives the Soviet reinforcements, only, that are listed in the Tactical Surprise Scenario for that Soviet Mobilization-Turn. In addition, the Warsaw Pact player receives any Transport Points listed for that Turn on the Game-Turn Track.

Thus, on Soviet Mobilization-Turn One, the Warsaw Pact player receives the Soviet ground reinforcements listed for Game-Turn One in the Tactical Surprise Reinforcement Schedule. On Soviet Mobilization-Turn Two, the Warsaw Pact player receives the Game-Turn Two Soviet ground reinforcements listed in the Tactical Surprise Reinforcement Schedule and the Game-Turn Two Transport Point reinforcements listed on the Game-turn Track for the Tactical Surprise Scenario, etc.

THE TENSION LEVEL

The Tension Level stands at one at the start of the scenario. The following Warsaw Pact preparations increase the Tension Level as indicated. All increases are cumulative.

* Maneuvers: +2.
* Minor Ally Mobilization: +1.
* Intra-Bloc Movement: +1.
* Reinforcement: +1.

WARSAW PACT WAR PREPARATIONS

The Warsaw Pact player may take four steps to prepare for war before war actually breaks out: 1) mobilize his minor allies (the Poles and the Czechs), 2) initiate Maneuvers to position his units along their national frontiers, 3) initiate Intra-Bloc Movement to allow his units to concentrate along the West German frontier, and 4) initiate Reinforcement to augment front-line forces. Each step enhances his ability to overrun West Germany in the early stages of the war. However, each step also increases the Tension Level, and therefore the chance that NATO's Alert Level will improve.

Maneuvers

Before the outbreak of war, the Warsaw Pact player may not move any of his activated units unless he initiates Maneuvers. He may initiate Maneuvers at the start of any Peace-Turn. Once he has initiated Maneuvers, he may move all activated units within normal peacetime restrictions. If the Warsaw Pact player initiates Maneuvers before the outbreak of war, the Tension Level is increased by two. Once war has been delcared, the Warsaw Pact player is not required to initiate Maneuvers in order to move his units normally.

If NATO is on Alert Condition One or Two at any point after the Warsaw Pact player has declared Maneuvers, the NATO player may activate all non-French NATO units in West Germany. These NATO units may then move normally, provided that they do not leave West Germany.

Minor Ally Mobilization

At the start of any turn of peace or war, the Warsaw Pact player may mobilize the Czech and Polish armies by placing his Warsaw Pact Minor Ally Mobilization Marker in the Game-Turn One box of the Game-Turn Track. At the start of each subsequent turn, this Marker is advanced by one box. Thereafter, during the Reinforcement Phase for each Warsaw Pact Player-Turn, the Warsaw Pact player receives the Czech and Polish ground

reinforcements, only, listed in the Tactical Surprise Scenario for the current Minor Ally Mobilization-Turn.

All Czech and Polish units onmap are considered to be activated at the instant that the Warsaw Pact player declares Minor Ally Mobilization.

If the Warsaw Pact player chooses to mobilize his minor allies before he has declared war, the Tension Level is immediately increased by one. If the Warsaw Pact player has not mobilized his minor allies before he declares war, mobilization is automatic at the instant that war is declared.

Intra-Bloc Movement

Before the outbreak of war, the Warsaw Pact player may not move any units from one friendly country to another, until he has initiated Intra-Bloc Movement. He may initiate Intra-Bloc Movement at the start of any Warsaw Pact Player-Turn, provided that he has also initiated Maneuvers simultaneously or previously. If the Warsaw Pact player initiates Intra-Bloc Movement before the outbreak fo war, the Tension Level is increased by one. Once war has been declared, the Warsaw Pact player may move units from one friendly country to another without restriction.

Reinforcement

Before the outbreak of war, the Warsaw Pact player must withhold all available ground unit reinforcements offmap until he initiates Reinforcement. He may initiate Reinforcement at the start of any Warsaw Pact Player-Turn, provided that he has also initiated Maneuvers simultaneously or previously. Once the Warsaw Pact player initiates Reinforcement, he may enter all current and previously withheld ground unit reinforcements as fast as his transport capabilities allow. If the Warsaw Pact player initiates Reinforcement before the outbreak of war, the Tension Level is increased by one. Once war has been declared, the Warsaw Pact player is not required to declare Reinforcement in order to enter his available reinforcements.

VICTORY CONDITIONS

In this scenario, victory always is determined according to the Victory Condition schedule listed in the Tactical Surprise Scenario.

the States. Who is so lavish that he dares expend three Commands on Stoneman's Cavalry, a force of only three strength points at maximum, while at the same time it takes only two commands to allow Sherman to move an entire army of, say, twenty strength points? Surely the resources needed to send Stoneman's little troop raiding cannot compare to that required by Sherman's March to the Sea.

While acknowledging solid reasons for limiting the capabilities of Cavalry, we offer the following rules to allow the possibility of some cavalier audacity.

1. To order any Cavalry Leader to move requires only one Command.

2. To see if the order is obeyed, roll a die. If the result is higher than the Initiative Rating printed on the Leader's counter, the Leader may move his strength points that Pulse.

3. If the die result in #2 is *not* higher than the Initiative rating of the Cavalry Leader, the Leader's troop may not move — unless additional Commands, enough to bring the total up to the printed Initiative Rating on the counter, are immediately spent. If the additional one or two Commands are not spent, the original Command is lost to no effect.

4. Repeat the procedure in each Pulse that Cavalry Leader troop movement is desired.